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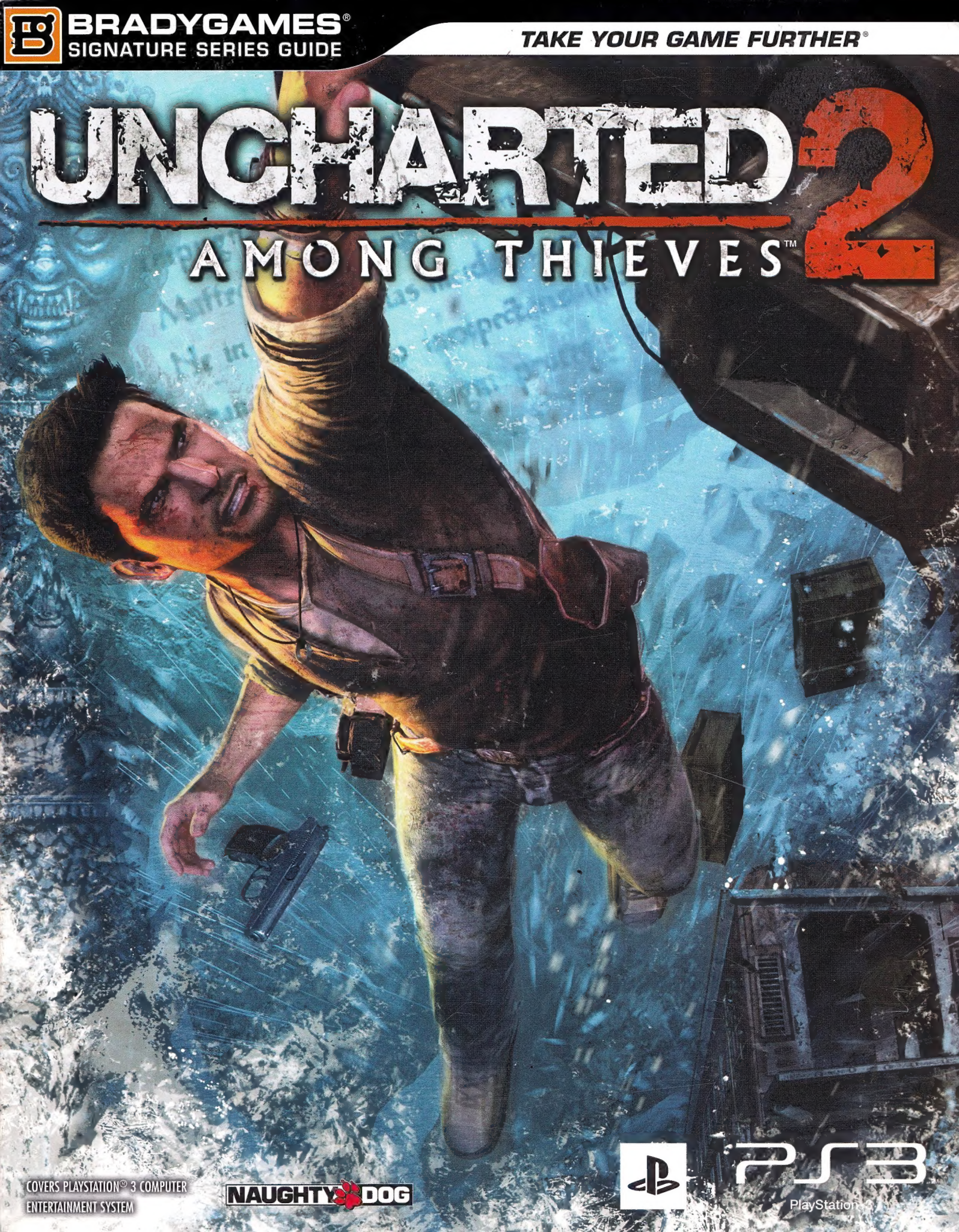
AMONG THIEVES™



COVERS PLAYSTATION® 3 COMPUTER ENTERTAINMENT SYSTEM

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PS3

PlayStation 3

UNCHARTED 2 AMONG THIEVES™

TABLE OF CONTENTS

MISSION PREP

CHARTED TERRITORY 2
BIOGRAPHIES 4
ADVENTURER 101 10
WEAPONS 16

SINGLE-PLAYER WALKTHROUGH

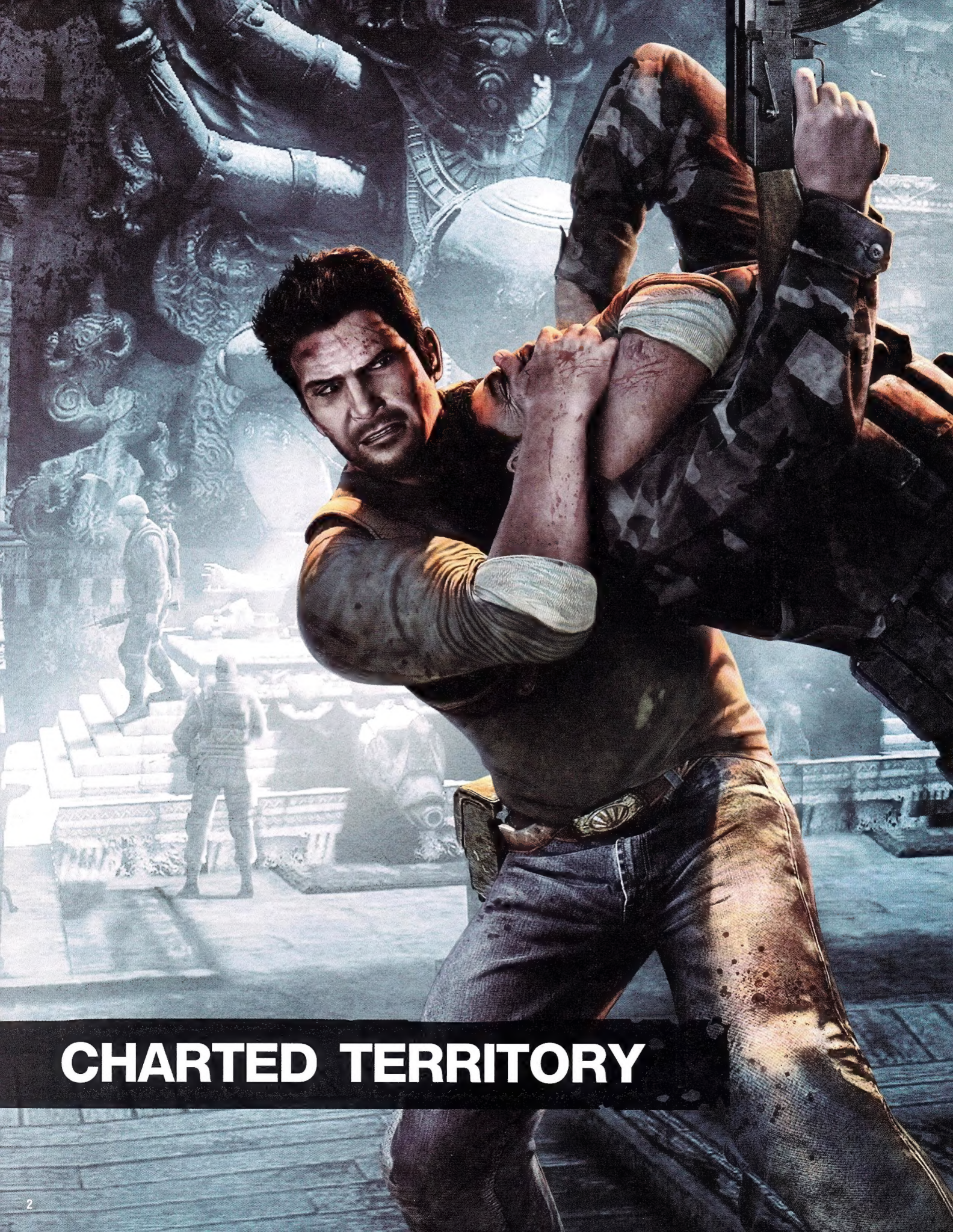
CHAPTER 01 - A ROCK AND A HARD PLACE 24
CHAPTER 02 - BREAKING AND ENTERING 34
CHAPTER 03 - BORNEO 48
CHAPTER 04 - THE DIG 58
CHAPTER 05 - URBAN WARFARE 68
CHAPTER 06 - DESPERATE TIMES 80
CHAPTER 07 - THEY'RE COMING WITH US 96
CHAPTER 08 - THE CITY'S SECRET 102
CHAPTER 09 - PATH OF LIGHT 108
CHAPTER 10 - ONLY ONE WAY OUT 112
CHAPTER 11 - KEEP MOVING 120
CHAPTER 12 - A TRAIN TO CATCH 124
CHAPTER 13 - LOCOMOTION 132
CHAPTER 14 - TUNNEL VISION 140
CHAPTER 15 - TRAIN-WRECKED 146
CHAPTER 16 - WHERE AM I 152
CHAPTER 17 - MOUNTAINEERING 156
CHAPTER 18 - HEART OF ICE 166
CHAPTER 19 - SIEGE 178
CHAPTER 20 - CAT AND MOUSE 186
CHAPTER 21 - CONVOY 196
CHAPTER 22 - THE MONASTERY 200
CHAPTER 23 - REUNION 220
CHAPTER 24 - THE ROAD TO SHAMBHALA 238
CHAPTER 25 - BROKEN PARADISE 244
CHAPTER 26 - TREE OF LIFE 256

MULTIPLAYER

WELCOME TO MULTIPLAYER 262
THE MAPS 264
CO-OP MISSIONS 288
UNCHARTED'S NEXT TOP STAR 300

MISSION WRAP-UP

MEDALS AND MORE 302
TREASURES REVEALED 306
SHOPPING FOR ADVENTURE 308
MARCO POLO TIMELINE 312
UNDER COVER 314



CHARTED TERRITORY

THE STORY SO FAR

In *Uncharted: Drake's Fortune*, Nathan Drake's adventure began on the ocean bed, somewhere off the coast of Panama. The traveling fortune hunter pulled the coffin of his rumored ancestor, Sir Francis Drake, from the deep ocean floor while reality TV host Elena Fisher captured the feat on camera. Surprisingly, the coffin did not contain the remains of the legendary English explorer, navigator, and pirate, but instead gave up a small 400-year-old lock-box containing his long-lost diary.

The diary contained a series of hints and clues, written and drawn in Sir Francis Drake's unmistakable hand, which led toward the location of the lost city of gold—El Dorado. Before Nate and Elena had the chance to contemplate their unexpected find, a fleet of speedboats surrounded the pair's launch, and the pirates on board opened fire. Just as things began to look desperate, the seaplane of Nate's friend and longtime partner Victor Sullivan swooped in to rescue the endangered duo and escort them to safety.

In an effort to escape the media feeding frenzy that such a historically important discovery would unleash, Nate and Sully ditched Elena and began the search for El Dorado in the deep jungles of the Amazon. As the men traveled farther into forbidden territory, they uncovered secrets that led them closer to their treasure and ever farther into the throes of danger. Remnants from the failed attempts of previous explorers littered their path.

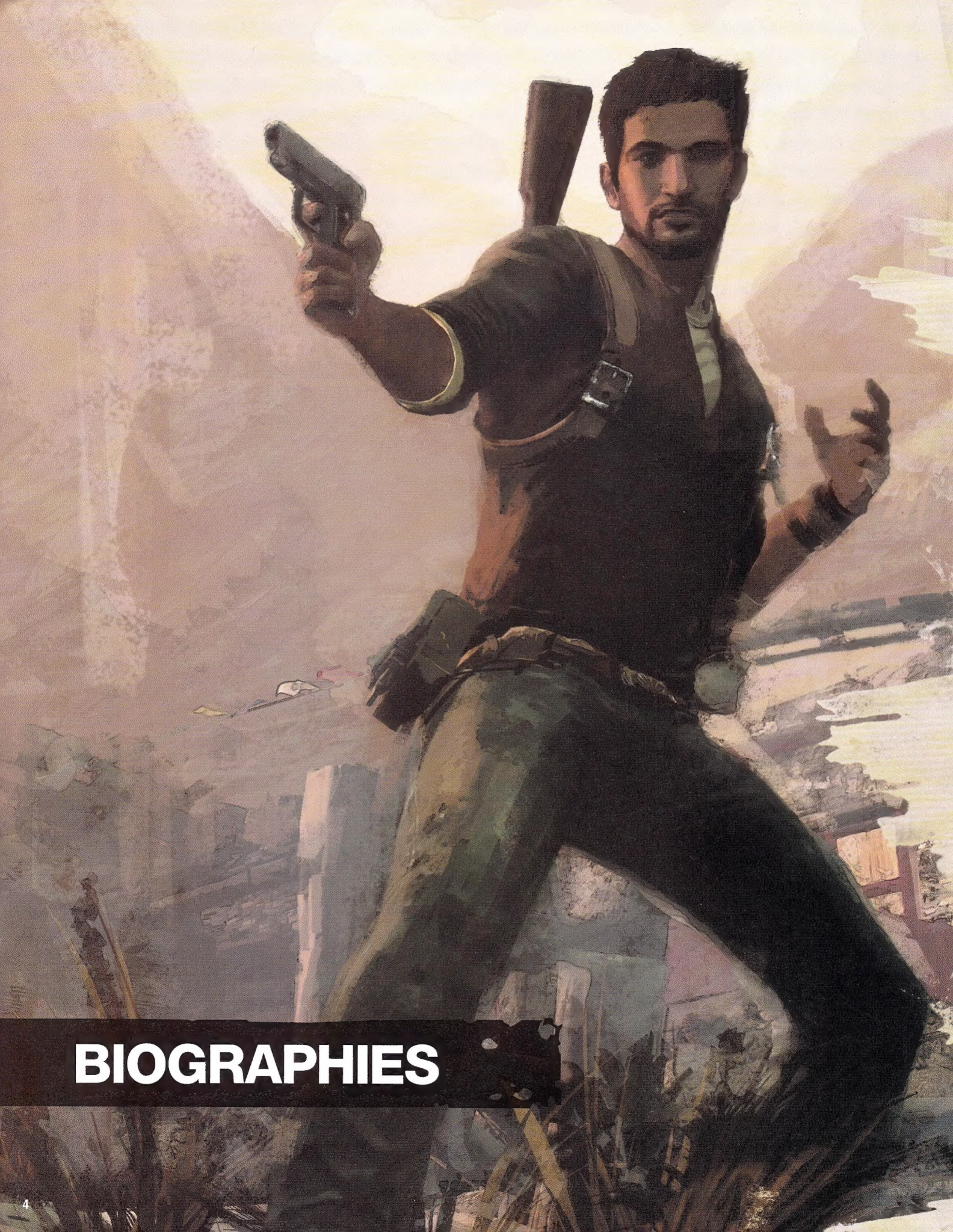
It wasn't long before the South American criminal underworld got word of the expedition and reared its ugly head. Gabriel Roman, kingpin of the illegal antiquities trade, wanted the fabled fortune of El Dorado for himself. With his right-hand man, Atoq Navarro, commander of the crime lord's private mercenary army, and Eddy Raja, the Indonesian leader of a merciless band of modern-day pirates, Roman set out to eliminate Nate, steal his information and secure the treasure.

In the end, with a mixture of talent, wit, bravado, and luck, as well as a lot of help from his enduring comrades, Nate was able to prevail. Gabriel Roman found El Dorado, but discovered that it was not like anything promised by its legend. The treasure was cursed, and had been dooming those who sought it to a damned existence for centuries.

Selflessly forgoing immense personal riches, Nate forever sealed the treasure away, so that no curious mind would ever again be tempted to claim the cursed fortune for themselves.

By the end of their perilous journey, Nate had uncovered the truth of Sir Francis Drake's travels, Sullivan got his hands on just enough gold to pay off the creditors hounding him, and Elena…well, Nate still owes her a story.

MISSION PREP
CHARTED TERRITORY
BIOGRAPHIES
ADVENTURER 101
WEAPONS
SINGLE-PLAYER WALKTHROUGH
CHP 01-05
CHP 06-10
CHP 11-15
CHP 16-20
CHP 21-25
MULTIPLAYER
WELCOME TO MULTIPLAYER
THE MAPS
CO-OP
NEXT TOP STAR
MISSION WRAP-UP
MEDALS AND MORE
TREASURES REVEALED
SHOPPING FOR ADVENTURE
MARCO POLO TIMELINE
UNDER COVER



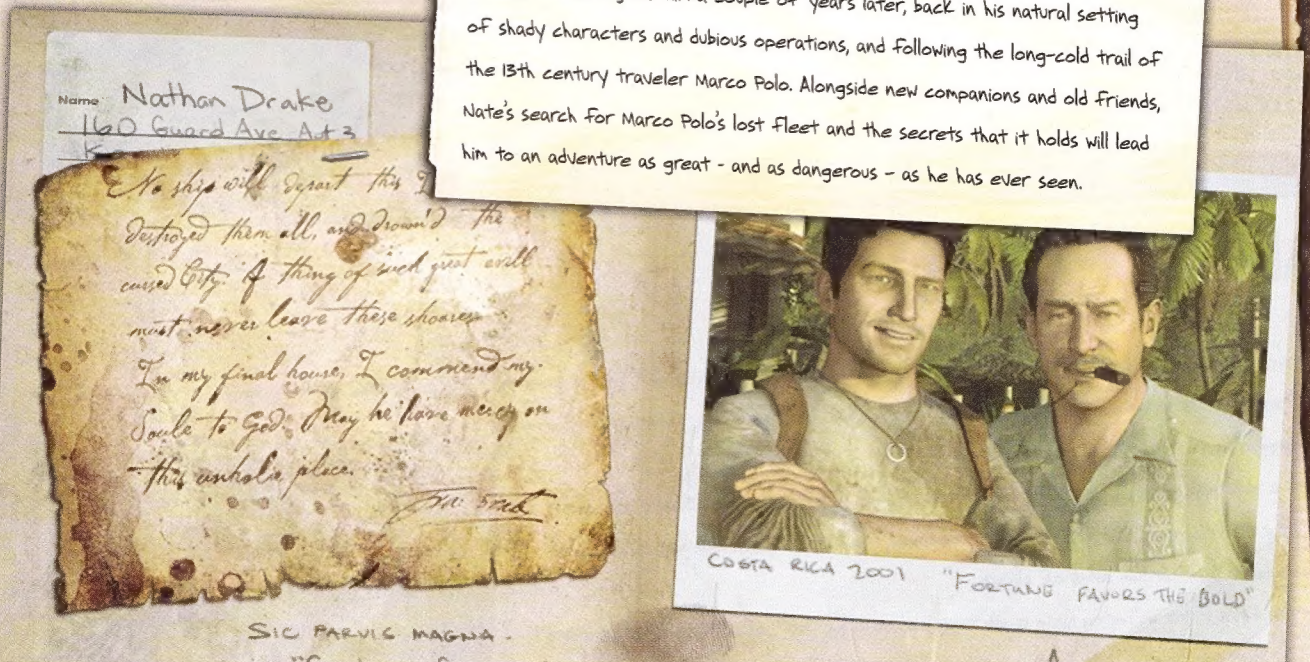
BIOGRAPHIES

NATHAN DRAKE

Rumored to be the descendant of Sir Francis Drake, the great 16th-century explorer and privateer, Nathan Drake is a modern-day fortune-hunter who operates in the rough, lawless world of treasure-seekers, antiquities smugglers, con men, and thieves. While he shares the same taste for adventure as both his professional associates and his supposed ancestor, Nate is driven by more than the promise of the treasure itself. Regardless of his lineage, Drake is gifted with a remarkable historical imagination and an uncanny ability to unravel mysteries from only the barest clues. He really lives for the historical intrigue that his adventures bring, and for the thrill of the hunt.

Although he's smart and self-educated, Drake tends to hide his intellectual side when dealing with the rogues' gallery of dangerous individuals who haunt the gray-market underworld of the illegal antiquities trade. In his dubious line of work, Drake finds himself confronting everything from guerillas to drug traffickers, modern-day pirates, rival salvage companies, and frequently the law - so he's had to learn how to handle himself in tight situations, whether it means guns, fists, charm, or the occasional hasty exit. In the end, Drake survives by his wits, tenacity, and resourcefulness - and a dash of good old-fashioned luck.

When we first met Nate in **Uncharted: Drake's Fortune** he was on the trail of the legendary treasure of El Dorado - a trail that led to a mysterious island and a forgotten Spanish colony harboring an unimaginable secret. **Uncharted 2: Among Thieves** rejoins him a couple of years later, back in his natural setting of shady characters and dubious operations, and following the long-cold trail of the 13th century traveler Marco Polo. Alongside new companions and old friends, Nate's search for Marco Polo's lost fleet and the secrets that it holds will lead him to an adventure as great - and as dangerous – as he has ever seen.



CHLOE FRAZER

An Australian native, Chloe Frazer is as tough and capable as she is beautiful. She's known throughout Drake's world as a gifted and adaptable treasure hunter with a long list of impressive accomplishments to her name. Equally comfortable in a gunfight or a fistfight - whatever the occasion demands - she's in hot demand for jobs that lesser fortune hunters would turn down flat.

Although Flynn doesn't realize it, Drake and Chloe go way back, and Nate is surprised - and a little bit delighted - to see her when they're introduced to one another. Witty and practical, she makes a great addition to any team, although her moral compass has a tendency to spin, and her reckless nature can sometimes make her unpredictable.

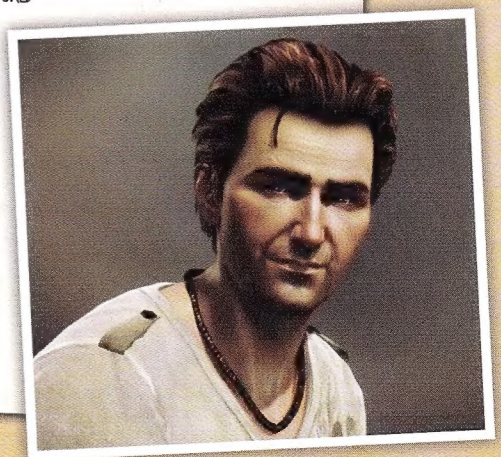
Chloe obviously values her friends - but she also has a strong sense of self-preservation and self-interest. It's not always clear to those around her which side of her character will win out, when push comes to shove...

HARRY FLYNN

An experienced treasure hunter for hire, Harry Flynn is an Englishman abroad who isn't afraid to employ the occasional dirty tactic. A longtime friend and associate of Drake's, Flynn operates within the same shady underworld of fortune hunters, smugglers and thieves that Drake inhabits.

Though he's a charming rogue, Flynn is far more unscrupulous than Drake, and will take just about any job if the profit's good - regardless of the moral or legal implications. This makes him particularly popular with a certain class of clients.

Our adventure finds Flynn offering Nate a job that he knows he won't accept, unless the reward is big enough. That job turns out to be the catalyst for an adventure bigger than either Flynn or Drake had reckoned on...



MISSION PREP
CHARTED TERRITORY
BIOGRAPHIES
ADVENTURER 101
WEAPONS
SINGLE-PLAYER WALKTHROUGH
CHP 01-05
CHP 06-10
CHP 11-15
CHP 16-20
CHP 21-25
MULTIPLAYER
WELCOME TO MULTIPLAYER
THE MAPS
CO-OP
NEXT TOP STAR
MISSION WRAP-UP
MEDALS AND MORE
TREASURES REVEALED
SHOPPING FOR ADVENTURE
MARCO POLO TIMELINE
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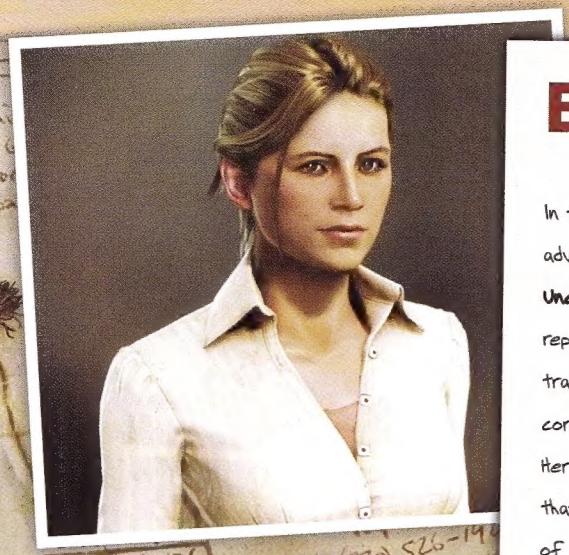


ELENA FISHER

In the couple of years since she was Drake's companion in adventure, accompanying him through the twists and turns of **Uncharted: Drake's Fortune**, Elena has graduated from tabloid reporter to a legitimate investigative journalist, and now tracks stories in some of the most dangerous and war-torn corners of the world.

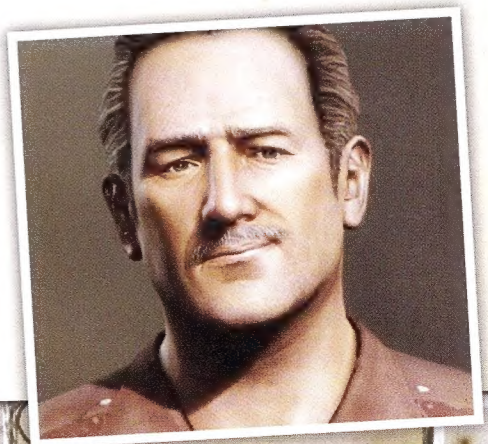
Her relationship with Nate is, in a word, complicated. The bond that grew between them as they searched for the treasure of El Dorado led them to become more than just friends – but for one reason or another, it didn't work out.

She's as stubborn and tenacious as Drake is, and determined to such a degree that it is both her greatest virtue and her greatest fault. While some might see her as idealistic or naïve, she is realistic about what people are capable of, but still chooses to believe in them when others might have given up.

VICTOR SULLIVAN

A consummate con man in a world of con men, Victor Sullivan - or Sully, as he's known to his friends – is Drake's partner, mentor and the closest thing he's got to a father figure. He's a seasoned adventurer, explorer, and treasure hunter, and knows just about everyone connected to the illicit antiquities trade.

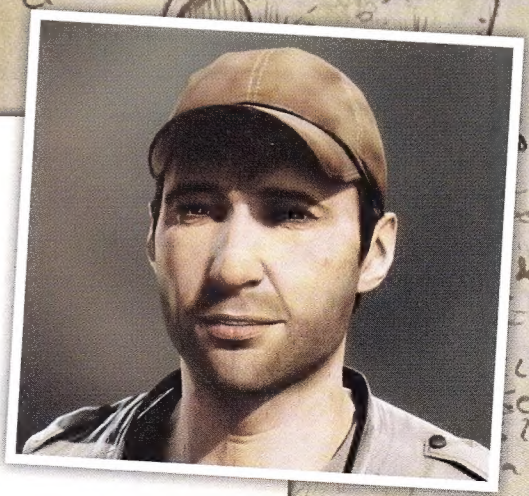
Garrulous and charming, Sully likes the good life, which has gotten him into big trouble and deep debt on more than one occasion. When he needed to make a fast buck to pay off some angry loan sharks, Sullivan was quick to join Nate on his expedition to find the legendary treasure of El Dorado - an expedition which didn't exactly finish as they'd planned. There's a lot that Drake likes and admires about Sullivan, which makes them good partners - although Nate will probably never get used to the stink of that god-awful cigar...



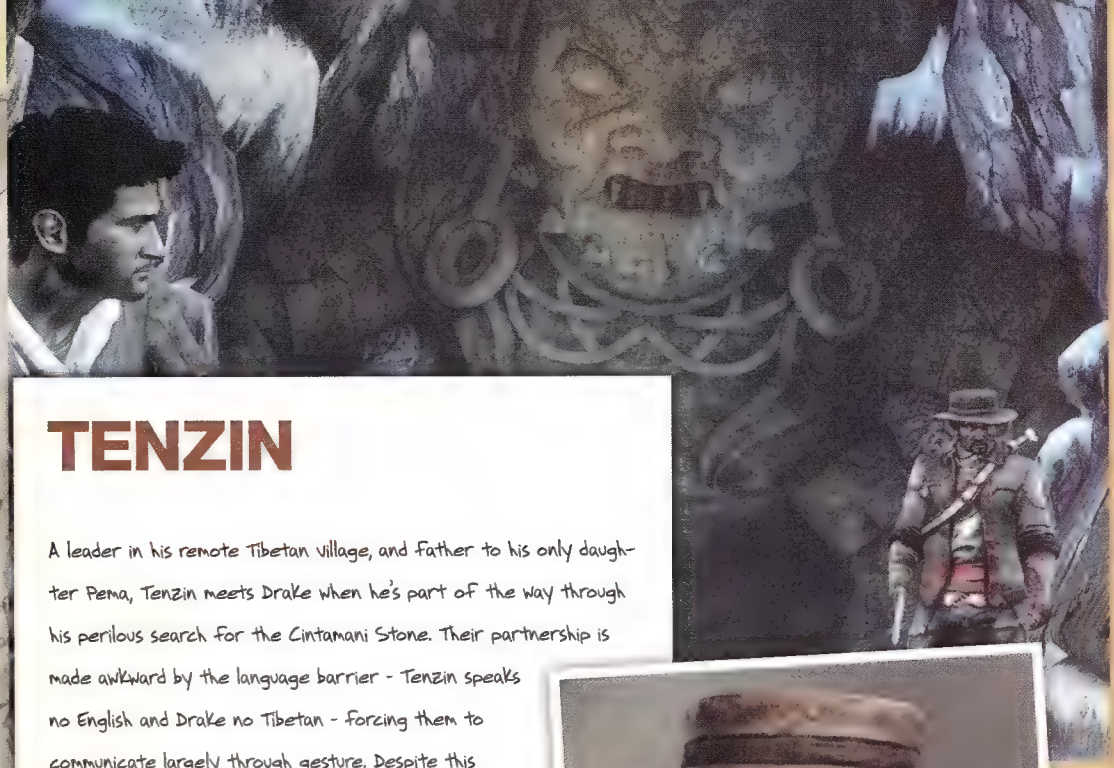
ZORAN LAZAREVIĆ

Merciless, obsessive, and power hungry – that is Zoran Lazarević. A rogue paramilitary leader and fugitive war criminal, notorious for committing unspeakable massacres and atrocities, his name strikes terror into the hearts of mercenaries and petty warlords around the world. Believed by NATO to have been killed in a bombing raid, Lazarević survived, though he bears the scars of the attack. Lazarević now operates from the shadows as the leader of a secret terrorist society. Ice-cold and relentlessly ambitious, he sees people as mere pawns to be manipulated and sacrificed as his will dictates. In person, Lazarević is an imposing figure with a ruthless intensity and a dark magnetism that's both terrifying and hypnotic. Those that cross his path usually either remain at his side as his servants, or leave the world suddenly and violently.

JEFF

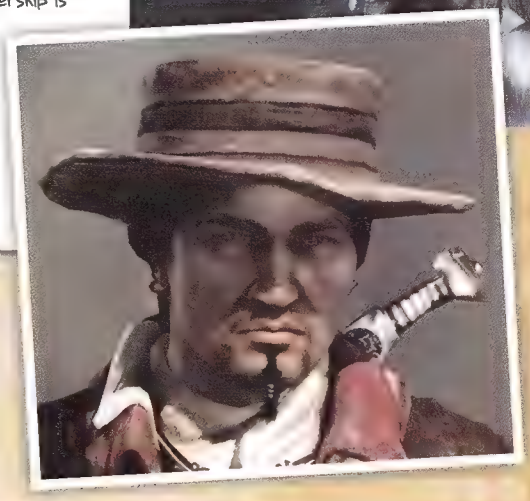


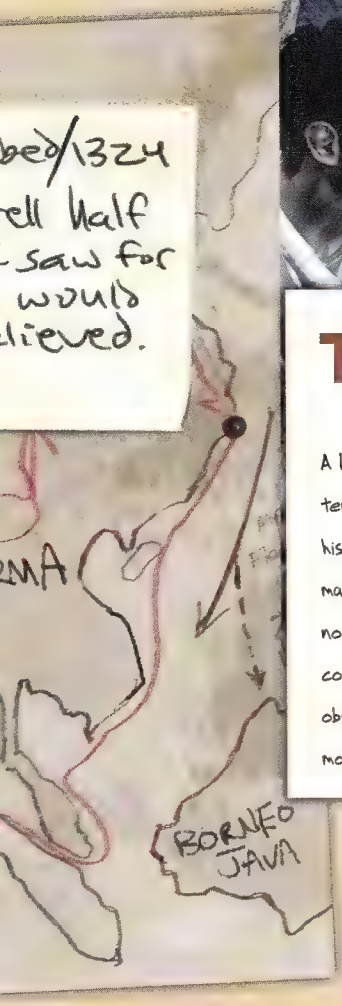
Jeff is an easy-going video journalist, who has accompanied Elena to Nepal as her cameraman. He isn't as comfortable in a theater of war as his gutsy partner, but he's professional enough not to let it show. Even if he isn't the life and soul of the party, he's a decent guy, and someone that Elena knows she can count on.



TENZIN

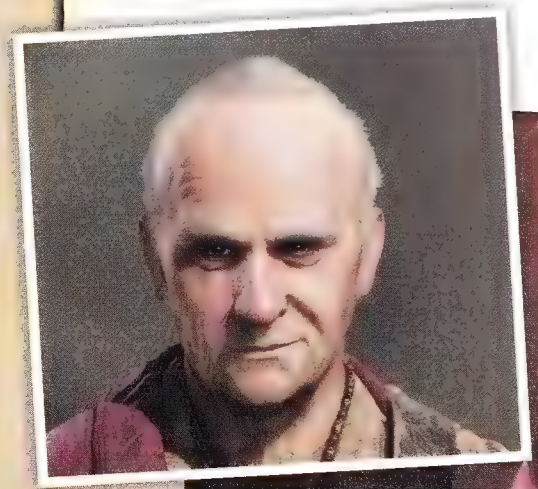
A leader in his remote Tibetan village, and father to his only daughter Pema, Tenzin meets Drake when he's part of the way through his perilous search for the Cintamani Stone. Their partnership is made awkward by the language barrier - Tenzin speaks no English and Drake no Tibetan - forcing them to communicate largely through gesture. Despite this obstacle, Tenzin is destined to become one of Drake's most trusted allies.

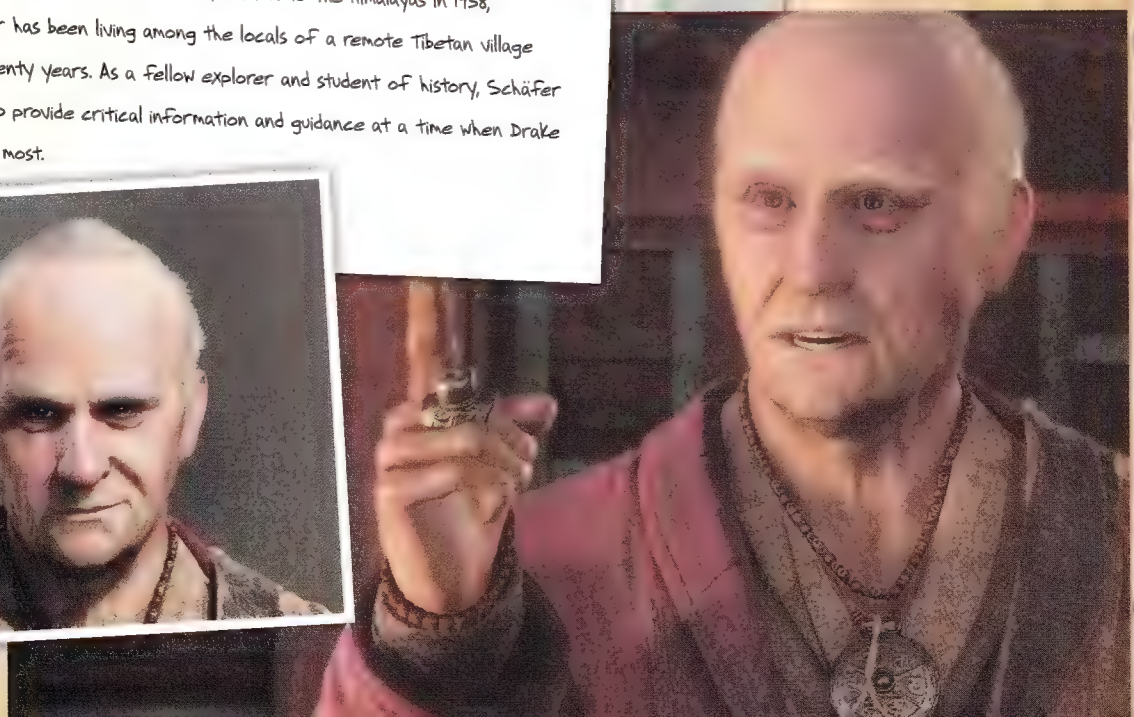




KARL SCHÄFER

The sole survivor of a failed expedition to the Himalayas in 1938, Schäfer has been living among the locals of a remote Tibetan village for seventy years. As a fellow explorer and student of history, Schäfer is able to provide critical information and guidance at a time when Drake needs it most.



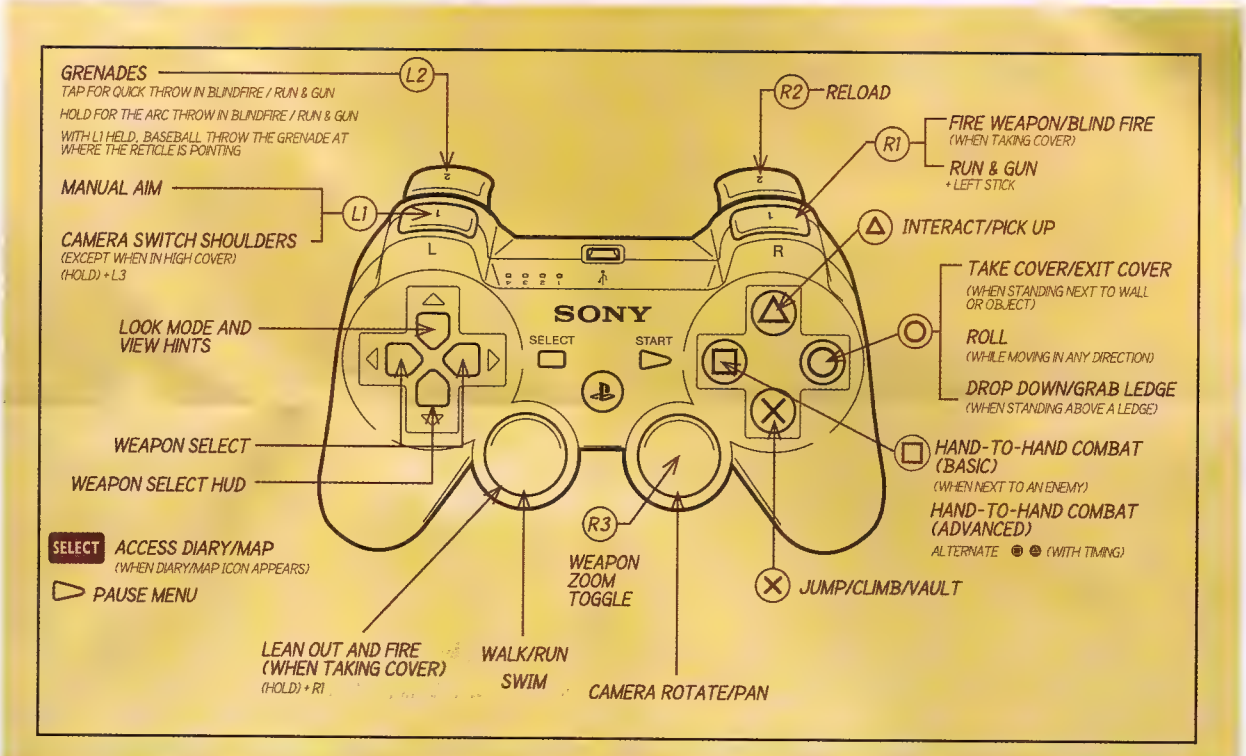


ADVENTURER 101

STRETCHING OUT

The journey ahead promises danger and obstacles unlike anything Nate has encountered before. Mercenaries, fortune-seekers, and scoundrels of all kinds wait at every turn to stop Nate from uncovering Marco Polo's Lost Fleet and the secrets it has held for centuries. If it falls into the wrong hands, its mysteries could be used to inflict unspeakable evil.

Some time has passed since Nate's excursion in the Amazon, so study the next few pages to ensure that he's limbered up and ready to embark on his greatest adventure yet!



THE MAIN MENU

Press **START** at the Title Screen to be taken to the Main Menu. Here you have several options to choose from. Select CONTINUE to resume your most recent saved game, MULTIPLAYER to experience online action with other players, CHAPTERS to replay an already completed section of the game, OPTIONS to adjust game settings, and BONUSES to view unlockables as well as your game progress. You may also select NEW GAME to start the campaign fresh from the beginning, and LOAD GAME to load a saved game. Use the directional buttons to highlight an option and press ⊗ to confirm your choice. It's just that simple. Keep in mind, if this is your first time playing *Uncharted 2: Among Thieves™* only some of these options are available to you.

OPTIONS MENU

You can access the Options Menu before or during your game. This menu allows you to access Game, Controls, Display, Audio, Language, and Twitter options. For options with adjustable levels, highlight the selection and use ✣ and ✣ to move the sliders. Note: Select RESET DEFAULTS at the bottom of any applicable menus to return all options to their original settings.

Game

Adjust the Difficulty, and toggle Subtitles, Game Hints, and Tutorial hints ON/OFF.

Controls

Adjust the aiming sensitivity, as well as the option to toggle Horizontal/Vertical control between NORMAL/FLIPPED for aiming and camera settings. You may also turn the Motion Sensor Throw for grenades ON/OFF. At the lower end of the menu is where you can select NORMAL/SWAPPED for the aim and reload button commands, as well as the camera and movement sticks.

Display

Adjust the Brightness settings.

Audio

Adjust the SFX, Music, Speech, and Movie volume levels. You can also further customize your aural experience by selecting your audio Format, Center Speaker Size, and Dynamic Range.

Language

Select your desired language for the game's Text, Subtitles, and Speech.

Twitter

Enter your account information for Twitter in order to automatically tweet updates on your *Uncharted 2* status. Once entered, you can turn the updates ON/OFF using Activate Updates.

Events
Set which events *Uncharted 2* will tweet about, including When Connecting to Multiplayer, When a Cinema File is Uploaded, When a Chapter is Completed, When Earning Multiplayer Money, When Earning Trophies, When Reaching a Level Milestone.

BONUSES MENU

The Bonuses Menu is where many of the extra goodies are located. The menu can be accessed from both the Main Menu and within the game. Inside, there are five selectable options: GALLERY, STORE, TREASURES, MEDALS, and STATISTICS. As you play through the game, more and more items are unlocked and available from within this menu. Be sure to check back often to see what is accessible and what you have accomplished. Note: This menu covers only single-player bonuses and unlockables. The Multiplayer-specific unlockables are available through the Multiplayer Store in the Multiplayer Menu.

Gallery

Watch all the previously viewed Story Cutscenes and view Bonus Featurettes and Concept artwork collections purchased from the Single-Player Store.

Store

The Single-Player store is accessed through the Main Menu and in-game Pause Menu. Here you can purchase all single-player related items. This list includes 30 Single-Player Skins, 21 Weapons, 3 Render Modes, 8 Bonus Movies, 8 Art Galleries, and 7 Tweaks. When an item is available for purchase the price is listed to the right of the item name. If the item has already been purchased, it is marked with a green check. When an item is locked, a red lock icon is located on the right.

Purchased weapons and skins can only be enabled through the Pause Menu in game, while render modes and tweaks can be applied through both the Main Menu and in game.

Treasures

View all the treasures collected so far. There are officially 100 treasures in the game, but especially astute treasure hunters may find one bonus mysterious artifact. If you ever have trouble finding a specific item, refer to "Treasures Revealed" in the back of this guide.

Medals

Review all the Medals and Trophies you have earned thus far as well as those you have yet to tackle. Medals are broken into three categories: Single-Player, Multiplayer, and Cooperative. Only Medals with the trophy icon have a corresponding Trophy. For tips and the complete list of Medals and Trophies, refer to *Medals and More* in the back of this guide.

Statistics

The Statistics Menu accessed from the Main Menu contains all of your single-player stats. There are five categories: Victory and Defeat, Gun Combat, Hand-to-Hand Combat, Explosive Combat, and Time and Traversal. These numbers are helpful when tracking how many kills you need to reach that next Medal.

THE PAUSE MENU

Press **START** while playing to open the Pause Menu. Many of the options in this menu are the same as the Main Menu. For example, Options and Load Game are exactly the same. However, Bonuses is slightly different. There is no Gallery option and all purchased skins, weapons, render modes, and tweaks can be enabled.

In addition to all those options, there is also Save Game, Restart Checkpoint, and Quit to Main Menu to choose from. *Uncharted 2: Among Thieves™* does autosave, but it's nice to manually save if you want to be able to easily return to a particular mid-chapter location at a later time.

GAME SCREEN

The game's Heads Up Display (HUD) is fairly minimal. It allows you to fully enjoy the visual beauty that the *Uncharted* series is known for. The HUD is simple but effective, containing weapon information, crosshairs, a damage indicator, grenade marker, and the occasional special action icon.

WEAPON INFORMATION

When any of Nate's weapons are drawn, information about his equipment appears in the upper left corner. His gun and grenade count is displayed along with the number of rounds left in the current clip and in total. The total number is displayed numerically to the left of the weapon image, while the clip count is shown along the base to the weapon.

DAMAGE INDICATOR

As Nate takes damage, the color starts to drain from the screen and his heart begins to beat loudly. Red sprays appear on the edges of the HUD, marking the directions from which he is being attacked. Nate's health gradually returns over time as long as he doesn't take any damage.

GRENADE MARKER

As a grenade is tossed, this marker appears, displaying the threat level of the thrown grenade and its general location. The marker will be translucent if the grenade is blocked by another object, and thus represents only a minor threat as long as Nate remains behind cover. It only takes a few moments for a grenade to explode, so Nate should move quickly if he sees the grenade marker heading his way.

SPECIAL ACTION ICON

Special icons are sometimes displayed along the bottom of the screen, prompting Nate to perform a specific action. These actions include, opening doors, boosting allies, pushing objects, picking up objects, etc. It is wise to follow the advice of the icons, as they only appear for Nate's benefit. Additionally, icons will appear when Nate is close to a weapon or additional ammunition that he can pick up.

COMBAT

There are more ways than ever to achieve Nate's goals, but sometimes he has no choice but to fight. Whether it's launching stealth attacks, blind firing, lobbing grenades while hanging off a ledge, or putting up his dukes, there are plenty of combat options from which to choose.

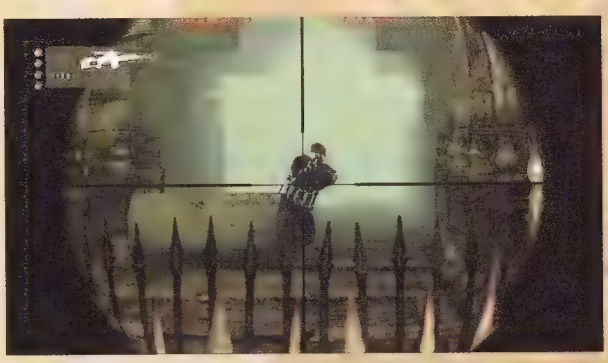
WEAPON SELECT

To change between Nate's pistol and long gun, press ✣ or ✣ on the directional pad. His grenades are always available via **L2**, so there is no need to select them separately. Nate can also switch weapons without leaving his aim mode by continue to hold **L1** and then tapping either △, ✣, or ✣.

CROSSHAIRS/WEAPON SIGHTS

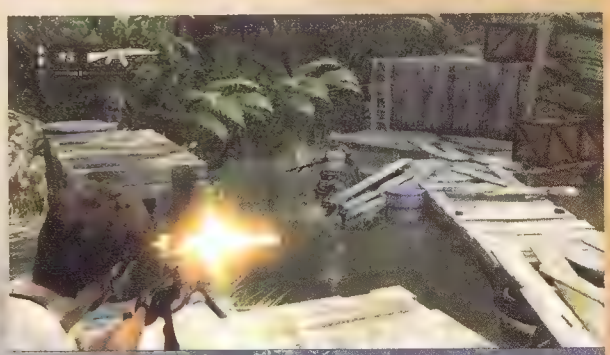
Crosshairs and reticles always appear whenever Nate aims one of his weapons. For some weapons, such as the Dragon Sniper, the crosshair changes as you click **R3** to zoom in.

All pistols and long guns have either a crosshair or other sight to assist in aiming. For long-range firearms, there are often two types of crosshairs, one for standard aiming and one for the zoom scope.



GUNPLAY

Firing a weapon is as simple as pressing **R1**, but to fire accurately, Nate needs to do a bit more work. To aim a weapon hold **L1** and use the right stick to adjust the crosshair location. Once the crosshair is lined up properly, press **R1**. To reload, press **R2**. You can also zoom in with most long guns by clicking **R3**, although some weapons zoom much farther than others.



COVER

Taking cover and avoiding enemy attacks is a core part of the Uncharted gaming experience. To take cover, approach an object or wall and press ◉. Nate can also slide into cover by running toward a wall or object and tapping ◉. Nate is able to stay in cover while transitioning around corners. Press the left stick forward and hold ◉ to transition around an outside corner. For an inside corner use the left stick to move to the junction and then tap the left stick one more time towards the perpendicular cover edge. Finally, press the left stick forward and tap ◉ to dash around a corner and leave cover. To switch to adjacent cover move the left stick toward the desired destination and tap ◉.

After taking cover press and hold **R1** to blind fire. Use the right stick to adjust the camera and change Nate's aim.

GRENADES

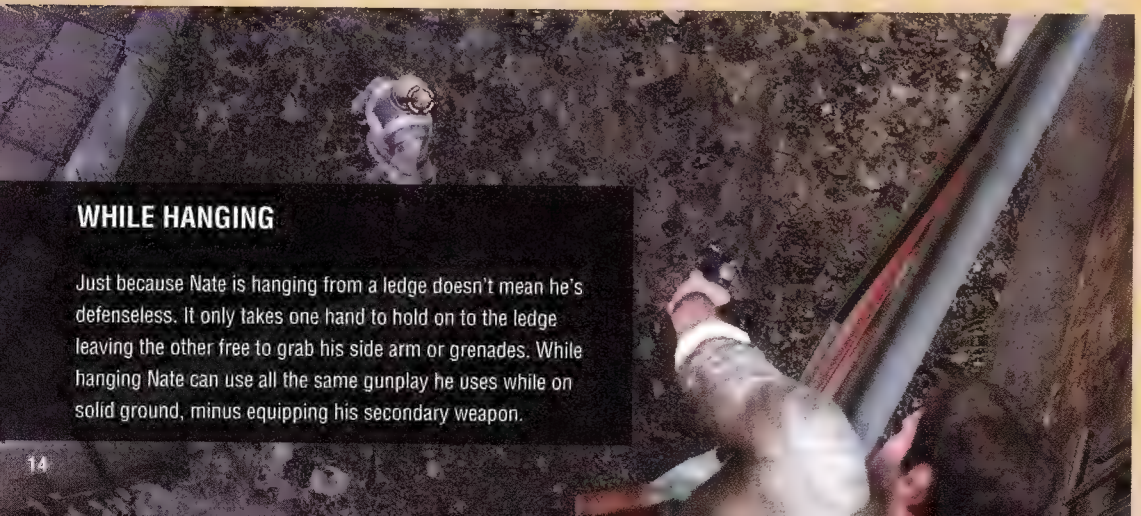
To throw a grenade tap **L2**. To carefully aim using a specific trajectory press and hold **L2** then adjust the throw using the right stick or, if Motion Sensor Throw is turned on in the Options Menu, a combination of the wireless controller's tilt control and the right stick.

Grenades can also be thrown like a baseball, launching them straight at specific targets. To pitch a grenade, aim (press and hold **L1**) then tap **L2**.

HAND-TO-HAND

Press ▢ to punch. Nate can perform a combo by pressing ▢ quickly three times. Some enemies are just as skilled as Nate in the art of hand-to-hand combat and may lock him in a grapple. Escape by pressing △ then follow up with a finishing counter by pressing ▢.

To perform a stealth attack, approach an enemy from behind and tap ▢. The attack is always lethal, or incapacitating. Nate can also perform a stealth attack from behind cover if an enemy strays within reach. The final type of stealth attack is Drake's "pull-down" attack. If he's hanging from a ledge and a soldier comes by, Nate can grab them and throw them over the edge.



WHILE HANGING

Just because Nate is hanging from a ledge doesn't mean he's defenseless. It only takes one hand to hold on to the ledge leaving the other free to grab his side arm or grenades. While hanging Nate can use all the same gunplay he uses while on solid ground, minus equipping his secondary weapon.

HEALTH

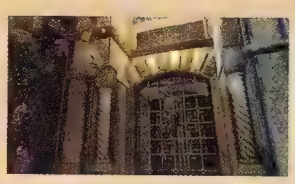
As Nate takes damage, the world around him starts to lose color and fade away. To regain his health, take cover in a safe location and rest. As long as he isn't being damaged, Nate's health recovers quickly.

ADVENTURING

CLIMBING

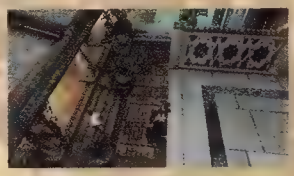
To climb, approach a starting ledge and press ✚ on the left stick + ✕. Nate then grabs hold of the ledge and is ready to climb. Move the left stick in the direction of the next handhold to continue. If the handhold is too far to reach, he can jump for it by pressing ✕.

To reach a ledge behind Nate's current position, lean back either using the wireless controller's tilt control or moving the left stick toward the desired destination, then tap ✕ to leap to that position. To pull up onto a ledge simply press ✕ one more time.

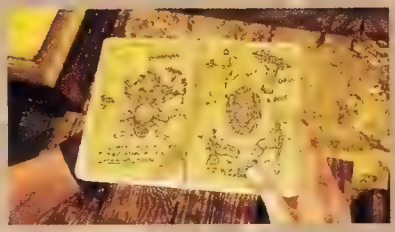


Nate can drop from ledges by pressing ◉. Pressing ◉ while standing over a ledge also allows him to drop down and hang.

While climbing, Nate sometimes comes across hanging ropes and chains, especially when moving through the Istanbul museum and Tibetan ice cave. Use the hanging rope or chain by grabbing hold with ⊗ and swinging back and forth with the left stick. Press ⊗ once again to release the rope or chain. Remember to jump just before the apex of the swing to get the most distance.



PUZZLING



Not everything in life is as easy as a walk in the park. Sometimes Nate has to use his noggin to figure out what to do next or how to solve difficult puzzles. When it comes to solving the mysteries of Marco Polo's travels, he has a journal filled to the brim with notes, clues, and general doodles to help him. Whenever the journal icon appears in the bottom left corner of the screen press **SELECT** to open Nate's gathered research. Feel free to flip through the pages to review what Nate has learned so far.

When Nate can't find his way, there is another helpful icon that appears in the bottom left of the screen: the objective icon. Pressing ✚ on the directional pad, will make Nate look toward his next objective. If, however, he presses ✚ without the icon, he will enter look mode where holding down ✚ and using the right stick will let you look around freely.

There is one more icon that appears to help Nate with difficult situations: the special action icon. This appears in the bottom of the screen and is a △, ▢, or ◉. Pressing the directed button command always works in Nate's favor and helps him progress.

TREASURES, MEDALS, AND MONEY

Over the course of his journey, Nate collects treasures and earns Medals. These actions award him money to use in both the Single-Player and Multiplayer Stores.

PRETTY THINGS

Stop whenever Nate sees a small, white glint. These shimmering items are ancient and valuable artifacts. Every five treasures Nate is able to secure earn him a Medal and $10,000. There is even one special treasure that rewards him with $10,000 on its own. That's no chump change. To pick up a treasure, approach it and press △. All collected treasures can be reviewed in TREASURES in the Bonuses Menu.

MEDALS, BRONZE, SILVER, AND GOLD

Medals are your reward for special actions and accomplishments. Everything from petting yaks to defeating 75 enemies without dying is rewarded with Medals and money. Some Medals also have corresponding Trophies. For a complete list of Medals and Trophies see "Medals and More" in the back of this guide.

Achieving all the Medals and Trophies available in the game awards the Platinum Trophy and unlocks special content in the Stores, so be sure to check how many you currently have in the Bonuses Menu and how many more you have to go.

MONEY!

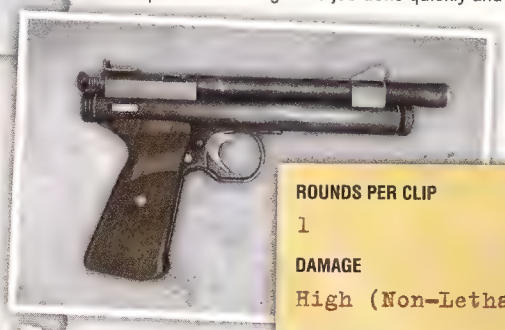
Everything is about credit these days but cash is the only thing accepted at both the Single-Player and Multiplayer Stores. Cash earned in both game modes are combined into one wallet and can be used in both Stores.

WEAPONS

SIDE ARMS

TRANQUILIZER DART GUN

The Tranquilizer gun is Nate's best bet when it comes to non-lethal weaponry. It's important to be careful with each and every shot since the gun only holds one dart at a time and works within a very limited range. Fortunately, only one successful hit is needed to knock an enemy out. Land a well-placed shot to get the job done quickly and silently.



ROUNDS PER CLIP
1

DAMAGE
High (Non-Lethal)

ACCURACY
Medium

MOST EFFECTIVE RANGE
Short

.45 DEFENDER SEMI-AUTOMATIC PISTOL

While hardly the most damaging weapon available, the .45 Defender can be considered reliable in a pinch, or when running low on ammo for other weapons. Its quick reload time and accurate shots can be helpful when dueling against a single enemy, but it's best left untouched against a group.

ROUNDS PER CLIP
8

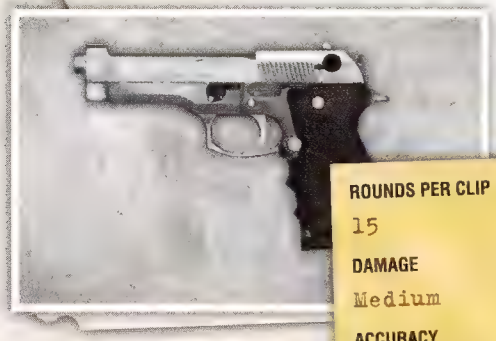
DAMAGE
Low

ACCURACY
Medium

MOST EFFECTIVE RANGE
Short to Mid

92FS-9MM SEMI-AUTOMATIC PISTOL

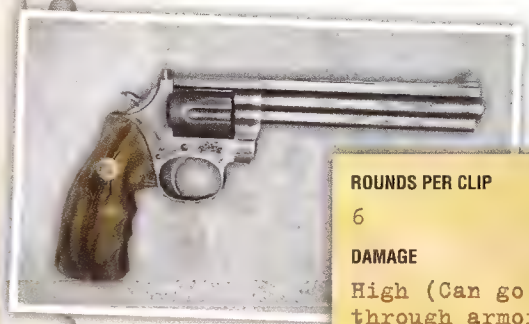
The 92FS is a step above the .45 Defender. When fired at the chest, it only takes two or three rounds to down standard enemies. This reliable side arm balances out both assault rifle and close range secondary weapons. It fires more rapidly than the other semi-automatic pistols Nate comes across, making it ideal for close quarter situations as well as gunning on the go.



ROUNDS PER CLIP
15
DAMAGE
Medium
ACCURACY
Medium
MOST EFFECTIVE RANGE
Short to Mid

WES-44 REVOLVER

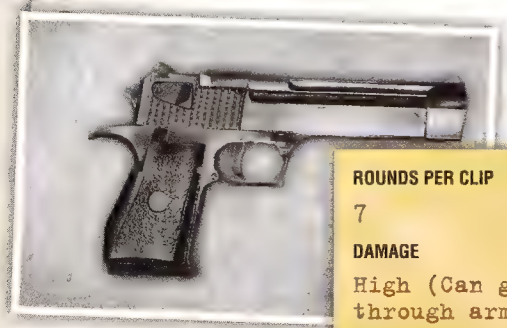
With only six rounds and a slow firing rate, the Wes-44 may seem at first glance a weapon best left on the ground. However, these weaknesses can be quickly overlooked considering its tremendous firepower. A well-aimed shot or two can often take down even heavily armored mercenaries, making this revolver a smart choice when Nate has the luxury to carefully place his aim, such as at the start of the battle.



ROUNDS PER CLIP
6
DAMAGE
High (Can go through armor)
ACCURACY
Medium
MOST EFFECTIVE RANGE
Mid

DESERT-5 SEMI-AUTOMATIC PISTOL

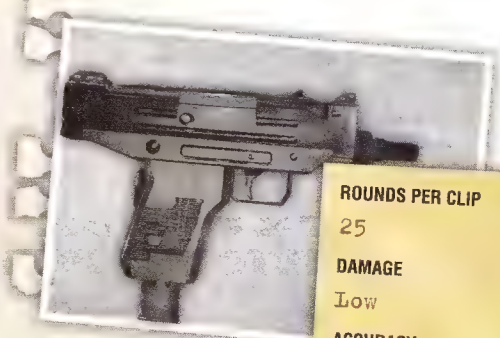
The Desert-5 is the perfect companion for automatic rifles. Its ability to deliver instant kills to enemies in every range makes it a treasured weapon. The one drawback to this extremely powerful side arm is the lack of ammunition. The Desert only holds seven bullets at a time and once those are spent, that's it. Use each round carefully and be sure to properly line up each shot. Never waste the bullets by blind firing.



ROUNDS PER CLIP
7
DAMAGE
High (Can go through armor)
ACCURACY
High
MOST EFFECTIVE RANGE
Mid to Long

MICRO-9MM FULLY AUTOMATIC PISTOL

The Micro is a rapid-fire weapon that uses up ammo very quickly. The damage is low but effective when unleashing a steady stream. The Micro is particularly useful when letting loose on clustered groups of enemies. It's also the best blind fire weapon Nate encounters. However, whenever an enemy needs to be removed quickly, it's best to switch to another weapon.



ROUNDS PER CLIP
25
DAMAGE
Low
ACCURACY
Low
MOST EFFECTIVE RANGE
Short to Mid

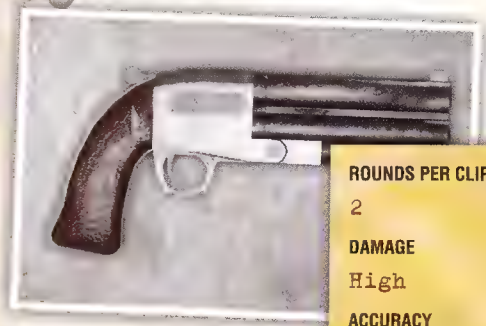
P08-9MM

The P08 has long since stopped being manufactured and has become more of a collector's item than a weapon. It isn't as powerful as the 92FS-9mm, but would win in a showdown with the .45 Defender. That being said, this weapon is actually very rare. When Nate does come across it, it is usually his only side arm option. Purchasing the weapon in the Single-Player Store allows Nate to get more use out of the old school gun and earn the medal: 50 Kills: P08-9mm.

ROUNDS PER CLIP
7
DAMAGE
Medium
ACCURACY
Medium
MOST EFFECTIVE RANGE
Short to Mid

PISTOLE SHOTGUN PISTOL

The Pistole is a unique weapon. It is an incredibly powerful side arm that has the power of the Moss-12, but the portability of any other pistol. The gun works best in close-range combat and requires frequent reloading, the price to pay for its small size. It has one of the longest reloading times Nate has to face, which should always be taken into account. He does not want to be stuck reloading when going shot-for-shot with a heavy soldier.



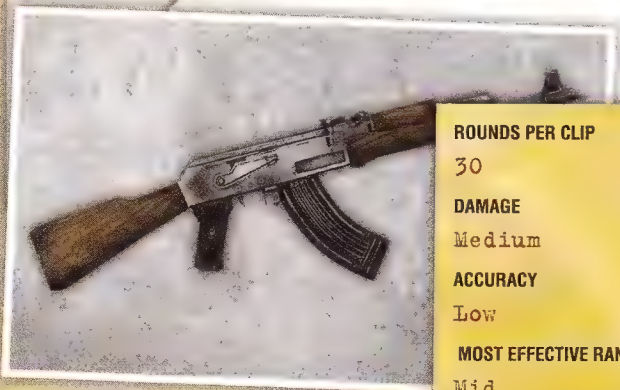
ROUNDS PER CLIP
2
DAMAGE
High
ACCURACY
Low
MOST EFFECTIVE RANGE
Short

SECONDARY WEAPONS

AK-47 ASSAULT RIFLE

Due to its abundance on the black market, cheap cost, and ability to function well in all environments and weather conditions, the AK-47 is the weapon of choice for many mercenaries.

What the gun lacks in accuracy, it makes up for in convenience. Short bursts can help counter its strong recoil. Many enemies carry the weapon making ammo easy to find.



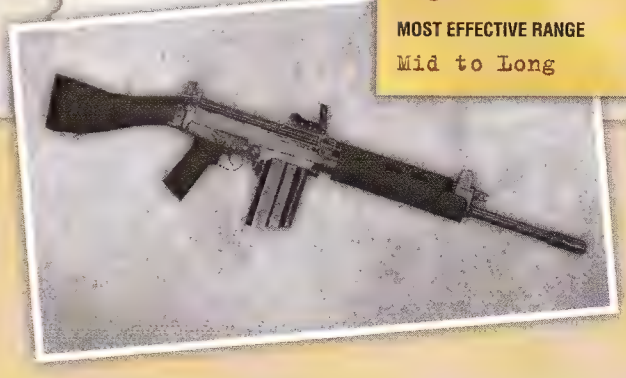
ROUNDS PER CLIP
30
DAMAGE
Medium
ACCURACY
Low
MOST EFFECTIVE RANGE
Mid

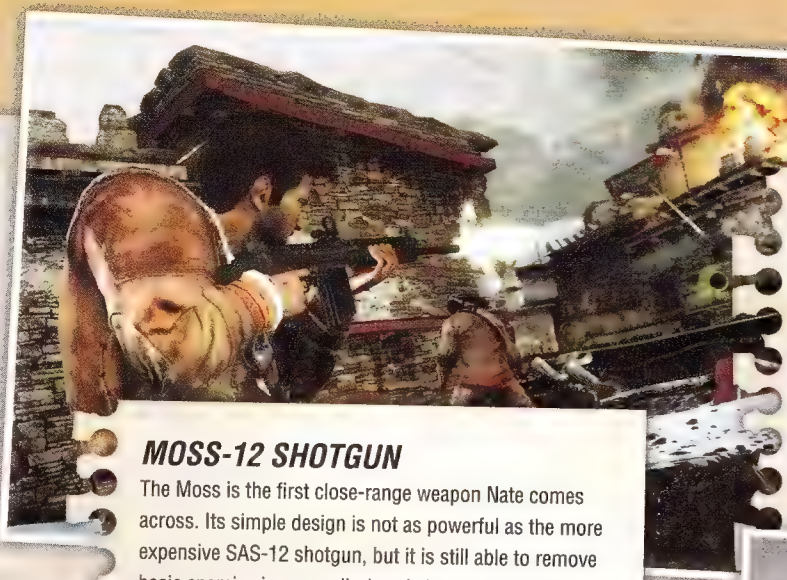
FAL ASSAULT RIFLE

The FAL offers its user a more sophisticated design than its cheaper counterparts. Sporting a high accuracy burst shot coupled with a short range and red eye zoom, this weapon can be counted on to hit its mark.

While not as powerful as some of the more unwieldy assault rifles, its strong capability with longer ranges often allows the user to dispose of their target quickly with well-placed headshots.

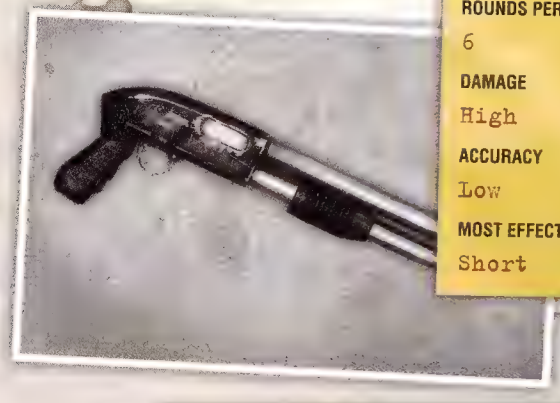
ROUNDS PER CLIP
30
DAMAGE
Medium
ACCURACY
High
MOST EFFECTIVE RANGE
Mid to Long





MOSS-12 SHOTGUN

The Moss is the first close-range weapon Nate comes across. Its simple design is not as powerful as the more expensive SAS-12 shotgun, but it is still able to remove basic enemies in one well-placed shot. It also has the ability to chew through armor quickly. Refrain from using the Moss for anything but close-range combat; it does little to no damage when fired at mid- and long-range targets.



ROUNDS PER CLIP
6
DAMAGE
High
ACCURACY
Low
MOST EFFECTIVE RANGE
Short

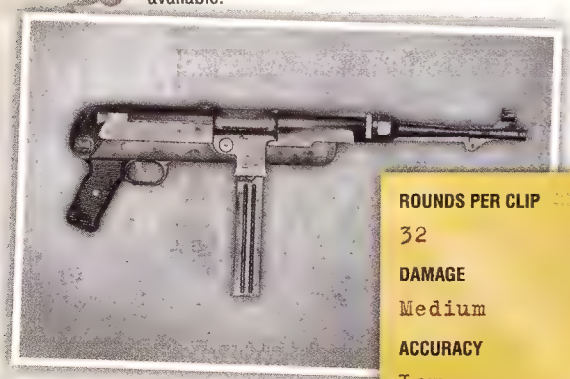
SAS-12 SHOTGUN

The SAS-12 is the most powerful shotgun Nate encounters. This pump action weapon has the ability to terminate a target in one hit, as long as it is within range. The lethal range is farther than that of the Moss and users are sure to notice the faster firing rate and slightly improved accuracy, especially when using blind fire. The weapon comes into play late in the game, but is definitely worth the wait.

ROUNDS PER CLIP
8
DAMAGE
High
ACCURACY
Low
MOST EFFECTIVE RANGE
Short

MP40 SUBMACHINE GUN

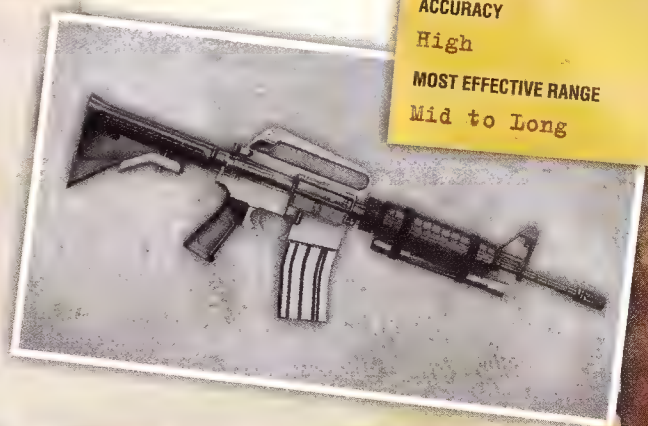
A classic weapon of Nazi Germany, the MP40 is no longer a common sight on the battlefield. However, the older submachine gun still gets the job done. It has a low rate of fire when compared to other automatic secondary weapons, allowing for the user to fire with more control and waste less ammo. Although Nate rarely comes across this weapon, it is often a good idea to pick it up when it is available.



ROUNDS PER CLIP
32
DAMAGE
Medium
ACCURACY
Low
MOST EFFECTIVE RANGE
Mid

M4 ASSAULT RIFLE

The M4 is the last assault rifle Nate encounters. The weapon's precise handling and mild recoil make it popular with many of Lazarevic's men. Its quick, powerful shots make it useful in a wide variety of combat situations and it is the most effective blind fire assault rifle. Although M4s general have selective fire, the particular model used by Lazarevic's men is always set to automatic. However, firing in bursts is always an option with correct handling.



ROUNDS PER CLIP
32
DAMAGE
Medium
ACCURACY
High
MOST EFFECTIVE RANGE
Mid to Long

M32-HAMMER

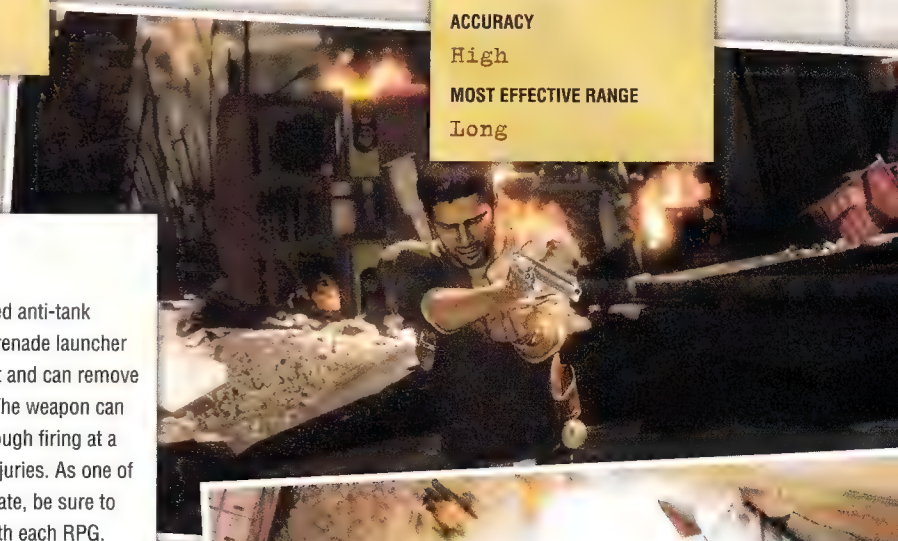
The M32 is a powerful grenade launcher, excellent for dealing out bursts of damage spread out over a small radius. Its accuracy is not good enough for it to be relied on for taking down a single target, but its use against multiple targets more than makes up for it. Keep in mind that the grenades do not explode on contact with inanimate objects. This means Nate can bounce the rounds off of walls and objects, targeting enemies hidden behind cover.

ROUNDS PER CLIP
4
DAMAGE
High
ACCURACY
Low
MOST EFFECTIVE RANGE
Mid to Long

DRAGON SNIPER RIFLE

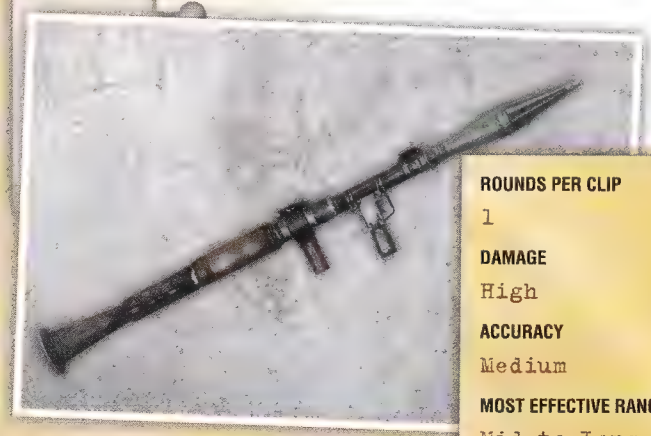
The Dragon Sniper Rifle is the sniper rifle of choice for Lazarevic's men and Nate alike. The attached scope allows for unparalleled precision with each shot, but the powerful recoil prevents any continuous fire in the single-player experience. Seeing as how Nate can only hold a small amount of ammo for the gun at once, it's best to save the weapon for a special occasion that requires the precision few other guns can offer.

ROUNDS PER CLIP
5
DAMAGE
High
ACCURACY
High
MOST EFFECTIVE RANGE
Long



RPG-7

The RPG–7 is the world's most widely used anti-tank weapon. This powerful rocket propelled grenade launcher is more than capable for almost any threat and can remove even heavy soldiers with only a few hits. The weapon can technically be used within all ranges, although firing at a close target could result in self-inflicted injuries. As one of the most powerful weapons available to Nate, be sure to look for ways to attack multiple targets with each RPG.



ROUNDS PER CLIP
1
DAMAGE
High
ACCURACY
Medium
MOST EFFECTIVE RANGE
Mid to Long

ALTERNATIVE WEAPONRY

MK-NDI GRENADES

Grenades are the key to turning the tide of any battle. The Mk-NDI is a standard frag grenade used all over the globe and is the only type used by both Lazarevic and Nate alike. A blast from the grenade can remove any hostiles within five meters of where it detonates, devastating enemy targets. They can also prove useful as distractions or for flushing out hidden enemies.

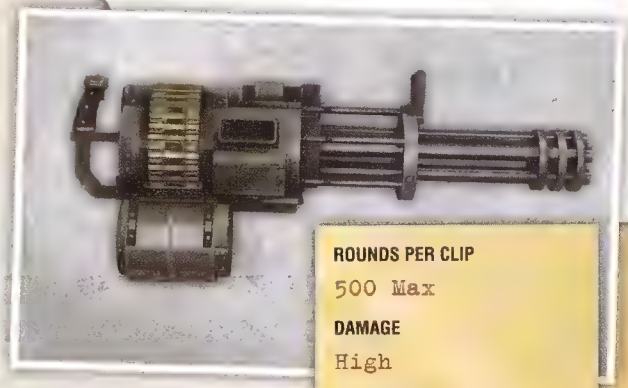
Be sure to make use of the Mk-NDI's two throwing methods, arcing and pitching. Arcing grenades is highly accurate and allows Nate to see exactly where the frag is going to land. It takes time, but is perfect for situations requiring accurate explosions, or getting them behind an object. Pitching grenades is much faster, but has a very shallow arc. It allows Nate to throw the grenade where he's pointing, but it's difficult to get it over an object. Use this method when quick explosives are needed.

ROUNDS PER CLIP
4
DAMAGE
High
ACCURACY
Medium to High
MOST EFFECTIVE RANGE
Short to Mid

GAU-19

This monstrous weapon requires all of Nate's strength and concentration. The GAU-19's massive firepower does not lie in the strength of each bullet, but in the combined capabilities of a stream of bullets. Enemies are mowed down in a few seconds as fire is swept over them.

It is difficult to move with the heavy weapon and taking cover or dodge rolling is out of the question. Without the ability to defend himself, Nate must learn when it's time to give up the GAU-19 and when he can bear through the pain to finish the fight.



ROUNDS PER CLIP
500 Max
DAMAGE
High
ACCURACY
Low
MOST EFFECTIVE RANGE
Mid

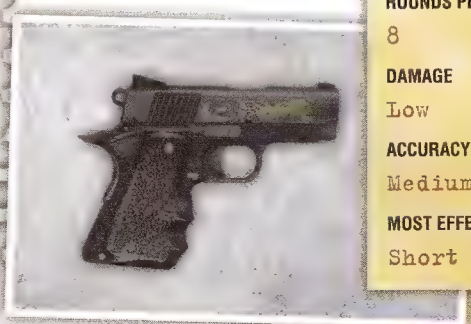
EDDY'S GOLDEN GUN

When combat calls for a little more bling, equip Eddy Raja's golden gun. The weapon is a customized Desert-5 that can only be used after purchasing it in the Single-Player Store. It contains no special features beyond its fabulous look, but then again, what more could Nate possibly want?

ROUNDS PER CLIP
7
DAMAGE
High
ACCURACY
High
MOST EFFECTIVE RANGE
Mid to Long

CHLOE'S .45 DEFENDER

The grace and elegance of this customized .45 Defender sends a specific message to the enemy: I am ready to fight and look beautiful while destroying you. The weapon can only be used after purchasing it from the Single-Player Store. It has all the same features of a standard Defender and all the same drawbacks as well. But who can resist its artistic design?



ROUNDS PER CLIP
8
DAMAGE
Low
ACCURACY
Medium
MOST EFFECTIVE RANGE
Short to Mid

WALKTHROUGH

Nathan Drake has overcome incredible odds to reach a notoriety that most treasure hunters can only dream of. Those accomplishments all pale in comparison to the adventure ahead. Get ready for a quest that will take Drake and his comrades across multiple countries and even more incredible wonders. There will be dangers aplenty, but Nate has friends, both new and old, that rise to aid their roguish companion.

The travels begin with a lead on Marco Polo's notes and how they may contain information on how to find a legendary, lost city—Shambhala, also known as Shangri-La. That is only the beginning of the story, however, and it's up to you to lead Drake and company through their search.

MAP LEGEND

CHAPTER 1

A ROCK AND A HARD PLACE

Nathan Drake has seen better days. As if waking up to find himself covered in blood wasn't bad enough, Nate really starts to groan when he finds himself sitting inside a train car perched on the edge of a cliff. Not to mention that it's slowly sliding over the edge! How's he going to get out of this one?

OBJECTIVES

1 Climb from the Wreckage

THE TRAIN WRECK

1 CLIMB FROM THE WRECKAGE

As a treasure hunter extraordinaire, Nate couldn't even begin to make a list of all the sticky situations he's been in, but nothing can top his current one. There isn't much worse than being half-dead and dangling from a suspended train car.

BEGIN PLATFORM SOLVING !

NOWHERE TO GO BUT UP

Climb along the yellow railing to the left to reach the underside of the train. Stay along the right side of the chassis and climb up using the exposed pipes and grooves. Don't flinch when a boulder breaks loose from the cliff and plummets toward Nate! He drops a few feet, but manages to hang on.

HEADS UP!

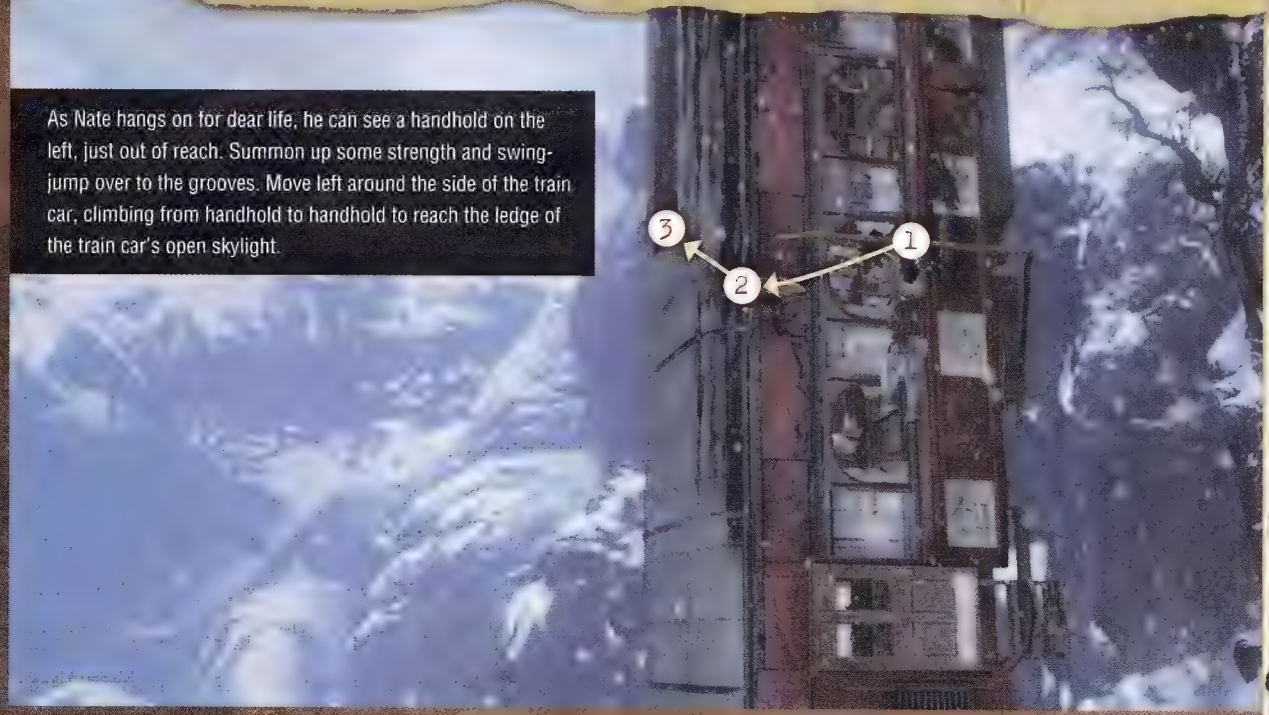
A Great Climber

Nate could probably climb in his sleep if he wanted to. Climbing is so natural for him that moving between nearby handholds only requires the use of the left stick. Once Nate's on a climbable surface, just use the left stick to guide him from one handhold to the next.

When the handholds get farther apart, Nate has to jump from one to the other. Press ✕ to make the jump.

Climb back up to the first chain-link grate and follow the yellow ledge over to the left. Continue up the pipe at the left edge of the train. The metal pipe unhinges from the passenger car under the strain of Nate's weight and crashes into the side of the train.

As Nate hangs on for dear life, he can see a handhold on the left, just out of reach. Summon up some strength and swing-jump over to the grooves. Move left around the side of the train car, climbing from handhold to handhold to reach the ledge of the train car's open skylight.



HEADS UP!

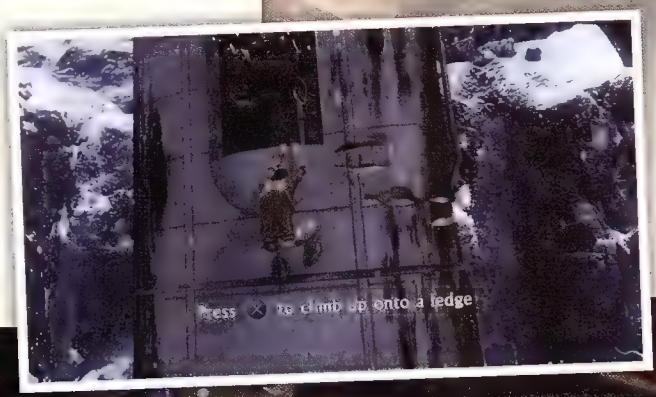
All in the Hips

Sometimes, Nate needs a little extra movement to get to where he needs to be. Not everything is an arm's length away when he's climbing and sometimes ordinary jumping just won't cut it. This is where swinging becomes important. To swing, move the left stick in the direction of Nate's destination and press ✕ when he has enough momentum to make the jump.

HEADS UP!

Pull Ups

It seems like such a small thing, pulling up onto a ledge, but just in case Nate needs a little reminding, here it is. Press ✕ to climb onto a ledge.

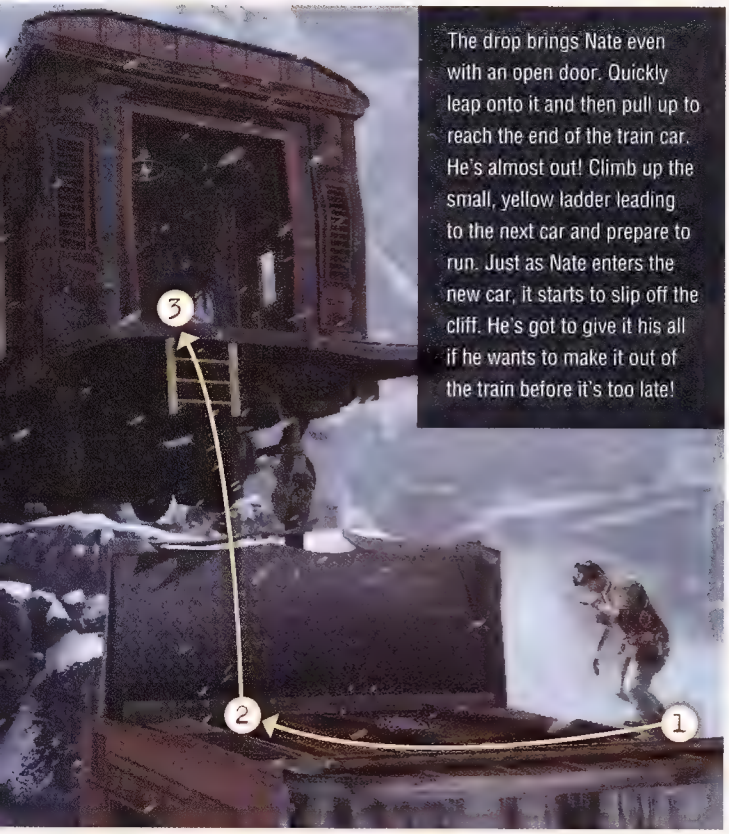


Lean out for the crimson seats on the right and jump. Pull Nate onto the top seat, jump left, and then climb up the next set of seats. As Nate jumps to grab the next seat above, it shifts under his weight. Climb left around the side of the chair and then climb to the one above it. Face right, and jump for the last passenger seat. Pull up once more. Just as Nate starts to climb up, the seat rips from the car, sending him flying out a nearby window.

Navigate down to the handholds on the right to reach more metal piping along the underside of the train and then climb up the pipe. Just as Nate nears the end, the train gives a sudden lurch causing the pipe to separate from the train, dropping him back a few feet.

DILLY + DALLY = DEAD

The pipe Nate's holding onto is seconds away from completely ripping from the train and dropping into the abyss. If he sticks around on the pipe for too long, he takes the long journey down. Don't linger too long.



The drop brings Nate even with an open door. Quickly leap onto it and then pull up to reach the end of the train car. He's almost out! Climb up the small, yellow ladder leading to the next car and prepare to run. Just as Nate enters the new car, it starts to slip off the cliff. He's got to give it his all if he wants to make it out of the train before it's too late!

THREE ADVENTURERS WALK INTO A BAR...

Nate manages to jump just in time to catch the edge of the cliff. He pulls up and collapses in exhaustion, closing his eyes and remembering how he first got in this mess.

Harry Flynn approaches Nate with a smooth line and a proposition. He gives his old friend the details; a client has hired him to retrieve a certain artifact from a museum in Istanbul. Nate's not sure about all this. He and Flynn both know people who were killed there. Plus, it's a three-person job and there are only two of them.

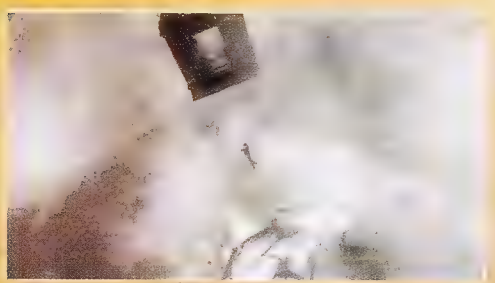
Enter Chloe Frazer. Nate's surprised and confused by her appearance, but does his best not to show anything out of the ordinary.

Flynn goes over the plan of action. They are to enter the museum courtyard through the sewer, head for the rooftops, and drop right into the exhibit hall. Easy, right? And all this for an oil lamp.

It seems worthless at first, but when coupled with one of Marco Polo's writings, the lamp suddenly gains great importance. Apparently, inside the lamp is information on the location of Polo's Lost Fleet. Forget the client; they're taking that lamp for themselves. Cheers!

THE SLOW AND THE DEAD

The tortoise may have beaten the hare, but if Nate takes it slow and steady through the train car, he's going to lose, and the results of this loss are fatal. The falling train waits for no one.



END PLATFORM SOLVING !

Marco Polo

I would have you to know that, from the creation of Adam to the present day, no Pagan, or Saracen, or Christian, or any other person of whatever race or generation, explored so many parts of the world, or saw such great wonders as this Messer Marco Polo.

Rustichello of Pisa, 1298

Born into a family of Venetian merchants in 1254, Marco Polo was given life in an era when the Far East was shrouded in mystery from the western mind. A larger divide between the cultural, economic, and spiritual practices of the East and West could not be imagined.

Due to massive shipbuilding spurred by the Christian Crusades, trade inlets had been explored in several eastern regions. Trade routes along the Silk Road allowed western merchants to profit in exchanges with the East. Nonetheless, the merchants themselves would not often travel along the entire route. When trade caravans were assigned to penetrate far into eastern lands, the task was left to Muslim middlemen who could travel the extensive journey without as much risk as their western European counterparts.

The Polo family was an exception to this rule. Six years after Marco's birth, his father, Nicoló, and uncle, Maffeo, traveled to the Crimean port in the Black Sea in order to trade for a year. Before they could return to Venice, a civil war broke out across lands surrounding their route back home. They were forced to engage in a long, eastern detour. Eventually, they found themselves stranded in the settlement Bukhara (located in Uzbekistan) for three years.

During their stay, an important Mongol emissary made their acquaintance. He was convinced that his lord, Kublai Khan, Great Khan of the Mongol Empire, would be delighted to meet the Latin merchants. He persuaded them to accompany him on an extensive journey to the Great Khan's capitol—located in modern day Beijing. It was a daunting trek for even the most daring explorer.

The Great Khan indeed received them quite favorably; his curiosity at the strange men and their part of the world was so great that he begged for them to visit Pope Clement IV on his behalf. They were to ask for one hundred of his most learned men to teach the Khan about the Western world and its Christian ways.

Unfortunately, the Pope passed away before the brothers could reach him, and so they returned to Venice. There Nicoló discovered that his wife had passed on, leaving behind only his son, Marco Polo. When two years passed without the appointment of another pope, they decided to return to the Great Khan's court, this time with 17-year-old Marco in tow.

Marco was astute and perceptive. He took many notes regarding the exotic lands and cultures that the three Venetians encountered in their four-year, 5,600-mile journey to the court of the Great Khan. Upon arrival at Kublai Khan's court, the young Venetian impressed the Emperor of China with his detailed descriptions of the lands they came from and those they had explored on their journey to China. This, along with his natural affinity for language (Marco claimed to have mastered four languages), resulted in Kublai Khan deciding to make use of the boy's talents.

Appointed to high posts within the Great Khan's administration, Marco Polo was given many responsibilities. Not the least was playing ambassador to many regions within China and as far as India. While serving in court, Marco took extensive notes on the Mongols' culture. These included ceremonial practices, funeral processions, public procedure, architecture, and marriage rituals, among others.

Returning to Venice in 1298, Marco enlisted in the navy to fight a war against the rival city of Genoa. He commanded a galley before being captured and confined to a Genoese prison for two years. While in prison, he met an author of romantic novels, Rustichello. Hearing of Marco's grand adventures in the Far East, he decided to write a book chronicling them.

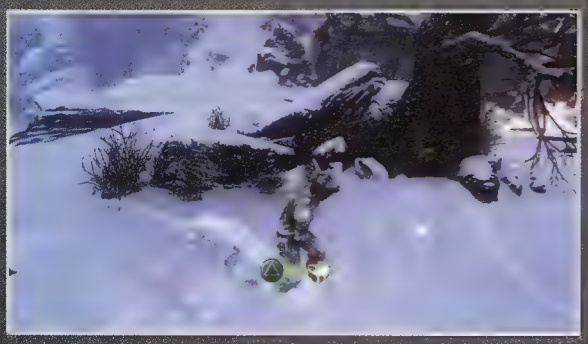
"Marco Millione, the teller of a million tall tales." So Marco Polo was called when the book of his travels was released. Despite the doubts of many readers as to the veracity of his stories, manuscript editions of his tales counted into the hundreds within a century of his death. His words were seen as the foremost authority on the world outside of Europe during that time period and went on to inspire countless future explorers, including the great Christopher Columbus.

REALITY CHECK

Nate wakes to snowflakes and the smell of burning wood. The remainder of the train wreck is sprawled before him. He's got a ways to go before he's out of the crash site. Stumble past the burning tree. Guess there's no turning back now.

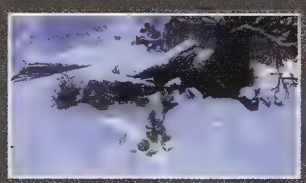
Wrathful Deity Statue—Medium

Move to the right as soon as Nate wakes up. Head off the path and walk around to the far side of the closest tree. At its base a treasure is twinkling in the snow.



First Treasure

As Nate picks up his first treasure he is awarded a Medal and Bronze Trophy, which can be displayed proudly for friends on PlayStation®Network. Earning this Medal awards Nate $10,000 to spend in both the Single-Player and Multiplayer Stores. Access the Single-Player Store through the Pause Menu. The Multiplayer Store can only be accessed in Multiplayer.



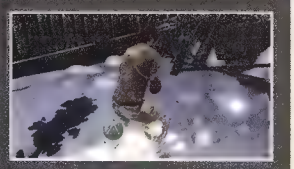
Squeeze through the small gap ahead between the burning train cars and twisted metal to find a soldier dead in the snow. Next to him lies a 92FS–9mm pistol. Pick it up and leave the corpse behind.

92FS-9MM

The semi-automatic pistol carries 15 rounds per magazine. Nate can hold up to a total of 75 bullets, more than the .45 Defender. Compared to the Defender, the 92FS is the more powerful choice, downing the standard foot soldier in two hits instead of three.

Saraswati Statue—Easy

A sparkling treasure is just past the dead soldier. Step over the body and pick it up to add it to Nate's collection.

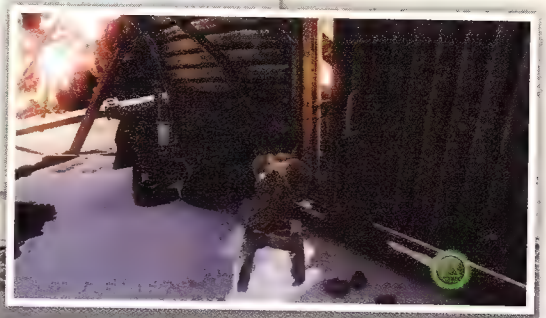


Turn to face the train car on the left and then walk all the way to the left. Open its sliding door. Navigate the interior, stopping only to pick up additional ammo for the 92FS. Use ⊗ to vault over the fence blocking your way. Nate runs into a problem at the train car's exit. It's locked. This really would be quite the predicament if he didn't have a gun. Line up the weapon's crosshair with the lock and blast it off.

HEADS UP!

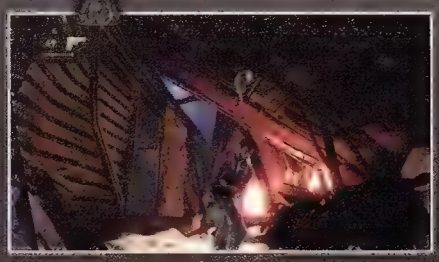
Simon Says

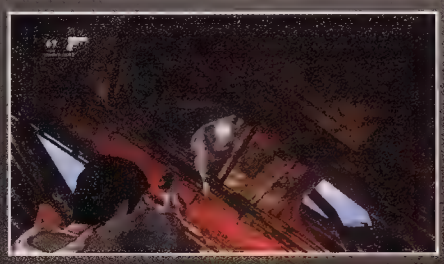
When Nate needs to interact with something in the environment, a special action icon appears in a bottom corner of the screen, usually in the form of a △ prompt. Nate should always pay attention to any icons; they're usually there for a reason.



Tibetan Snuff Bottle—Hard

After blasting off the lock and exiting the car, turn around and look up. A dead soldier is hanging overhead with a treasure attached to his side. Use Nate's 92FS to shoot the treasure free and then retrieve it from the snow.



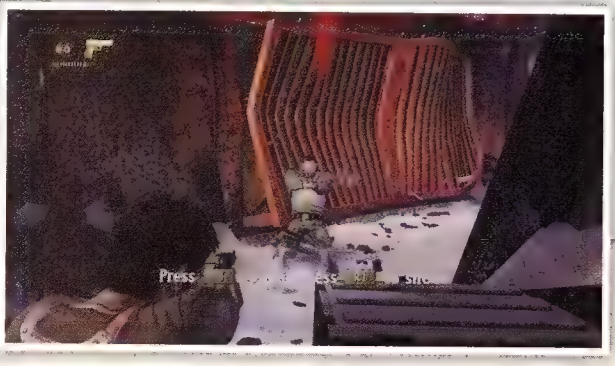


Outside the train, the metal carnage continues. Nate finds another soldier, but this time he has a pulse. The enemy draws his weapon and Nate had better retaliate if he doesn't want his life to end. Pull out the 92FS and take a few shots at the soldier. The commotion sets off an explosion behind your enemy, sending him flying.

HEADS UP!

Point and Shoot

This isn't Nate's first time firing a gun, but since he's suffering from some blood loss, he might need a reminder. Press and hold **L1** to aim and press **R1** to fire.



Feel free to pick up the ammo dropped by the soldier and then head into the burning train car. Turn away from the fire and push past the unhinged door to the right. Pass through the snow to enter the vertically oriented car. Climb up the piles of storage boxes and continue up the horizontal beams above.

Pull Nate onto the ledge to look out at the next train car. At this angle, Nate has a good chance of landing on the car below. Jump down to it. Pass through the rows of passenger seats and climb up the storage box to reach the top of the car. As he climbs out through the skylight, an explosion lights up Nate's view, throwing him back with the train car. His eyes close again as he remembers his reunion with Chloe.

The Lost Fleet

Following a 17-year stay in the court of Kublai Khan, Marco, his father, and his uncle at last wished to depart from the East and return to their European home. By this point, however, the Great Khan had already grown too fond of their company and reliant on Marco's grand abilities as an envoy to many vast lands throughout the East. He denied their requests for departure. Just as the Great Khan's verdict seemed permanent, a twist of fate appeared in the form of three barons arriving from Persia at the request of their king, Arghun. They had come to Kublai Khan's court to request a new bride for their lord. Arghun's wife, Queen Bolgana, had recently passed away and in her will requested that she be replaced only by a woman of her own tribe's lineage, found residing within lands of the Khan's control.

Warmly receiving the Persian ambassadors, the Great Khan sent for Kokachin, a beautiful young girl, 17 years of age and born to the former queen's tribe. Appreciative of the Great Khan's gift, the three barons assembled a caravan for the princess and embarked on their journey back home to present Kokachin's hand to their king.

Unfortunately, the road they traveled led them into territory that had since been barred to travelers due to a recent war breaking out between Tartar princes. With no other choice, the caravan turned back and was forced to retrace its steps and return the princess back to Kublai Khan's court.

Marco Polo had recently returned from a voyage in India. Conversing with King Arghun's men about their plight, Marco suggested a route by sea. He described the journey as swifter and less arduous than by land. Impressed by the knowledgeable Venetian, and in need of his sea-faring experience, the barons insisted that he, Nicoló, and Maffeo accompany them on their journey back to Persia. Following the princess's delivery, the merchants would be allowed to return to their home.

Reluctantly, the Great Khan agreed. For their journey they were allotted 14 massive ships, some carrying up to four masts with a capacity of 12 sails. Each ship was manned by up to 250 crew and, in total, 600 passengers accompanied the fleet on its journey. To ensure safety in their travels, the Great Khan presented them with four golden tablets, engraved with instructions stating that they should be honored by all. They were to be provided with every available amenity, without the incurrence of debt.

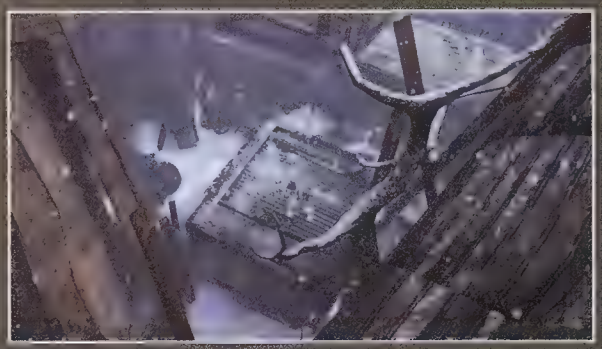
Supplied with provisions to last for two years, the fleet took sail. With such large ships of sturdy build, enough food to outlast their voyage, and the experience of three great travelers, there was little reason for the fleet to run into any great hardship. However, nearly all would be lost by the time they reached Persian soil.

Of the little information recorded during the voyage, it's known that the fleet stopped for a brief stay on the Indonesian island of Java. After that, it reportedly sailed a full 18 months across the Indian Ocean before reaching King Arghun's lands. Upon arrival, only one ship and 18 of the original passengers remained. While the princess and all three Venetians survived, only one of the three barons remained, the other two having vanished along with the rest.

Mysteriously, absolutely no record exists to account for the massive loss, aside from a brief mention of the dwindled numbers upon arriving at their destination. The fact that Marco Polo, an otherwise meticulous documentarian, neglected to detail the destruction of the other ships has perplexed historians for years.

Bhutanese Lime Box—Hard

After landing on the train car, backtrack a little bit and drop to the top of the large metal box below, then onto the ground ahead. Nate steps right on top of a treasure lying in the snow. Better pick it up, as no treasure should be left out in the cold. To exit the area, jump back up on top of the green metal box and then up to the train car's platform.



ROOM WITH A VIEW

There's a knock on Nate's hotel door. It's Chloe, with smooth words and sly smiles. The meeting with Flynn wasn't the first time Nate and she have met. The history between them is obvious, made even more so by Nate's jealous reaction to seeing Chloe with Flynn. The lady isn't having it. Nate is the one who did the leaving last time, and he has no right to feel jealous.

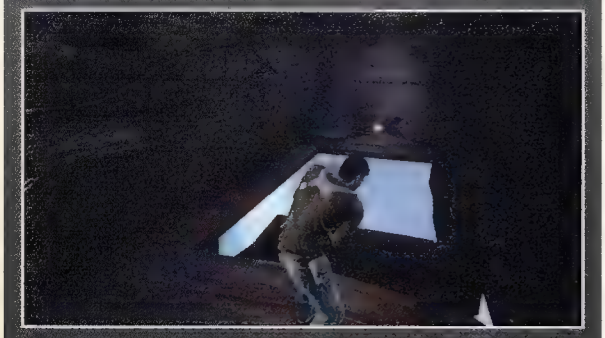
The reunion starts to heat up and Chloe suggests they keep whatever they have going a little secret from Flynn until they find the lost ships. Nate agrees, more or less, and the deal is sealed with a kiss.

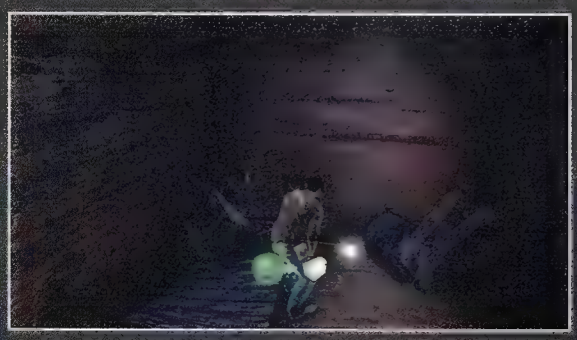
A WAY OUT

Nate wakes, returning to the brutal reality of the overturned train car. Walk to the right and leap out through the gaping hole in the wall. Nate grabs a yellow pipe running along the side of the train. Follow it around to the right and pull up into the car. Move forward along the train's interior until the ground falls out from underneath.

Thogchag Ghau Amulet—Medium

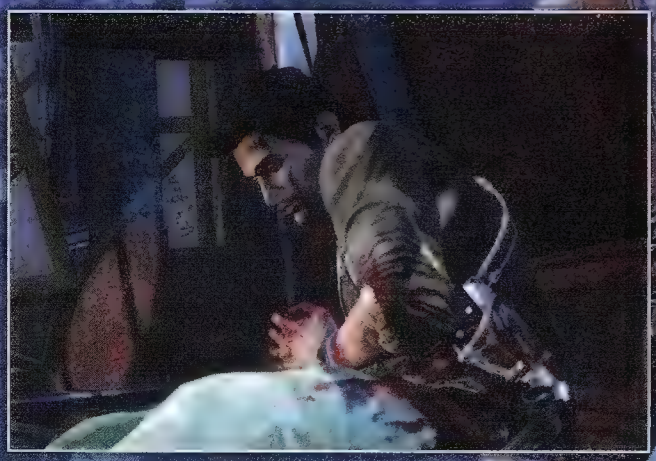
Turn the camera around once Nate is inside the last car. The glimmering shine of treasure can be seen against the back wall. Move along the thin strip of flooring on the left to reach the prize.





Beginner Fortune Hunter

That last treasure was the fifth one for Nate, earning him the Beginner Fortune Hunter Medal and another $10,000. Not too shabby a price for only a handful of treasures.



Stumble out into the snow. Along the path Nate finds a golden dagger. He picks it up and then sits down to rest, closing his eyes.

Chapter 2:

BREAKING AND ENTERING

The mission to retrieve Kublai Khan's oil lamp from the Istanbul Palace Museum is officially underway. The team must move from the city's sewers into the heart of the museum and then climb up to the central tower where their prize awaits. Seems simple enough, except when they factor in the small army of security guards patrolling nearly every inch of the grounds. The key to this mission's success is stealth.

OBJECTIVES

1. Enter the Museum
2. Reach the Second Courtyard
3. Secure the Oil Lamp
4. Escape from the Museum

ISTANBUL MUSEUM

1 ENTER THE MUSEUM

The Istanbul Museum isn't exactly Fort Knox, but it still takes someone with experience and a bit of stealth to break into its walls. In fact, it takes three such thieves. Nate, Flynn, and Chloe all fit the bill, but with Nate's refusal to use lethal force against the guards, Flynn's not so sure they can pull off the heist. Prisons in Turkey aren't known for their hospitable rehabilitation programs.

WE'RE HERE

The trio enters the city's sewers, seeking out the tunnel leading to the museum. While Nate and Flynn head for the museum tower and Kublai Khan's lamp, Chloe takes an alternate route. She must ensure the central tower's flood lights are shut-off when the two men reach the second courtyard. With the lights on, there is no way Nate and Flynn can get close to the tower without being spotted.

BEGIN PLATFORM SOLVING 1

Flynn takes the lead, heading up the stone platform to the left and through the connecting archway. Follow him as he jumps to the platform on the right. He continues over to the platform on the opposite side of the chamber and waits for Nate. Use the series of pipes against the wall to join him.

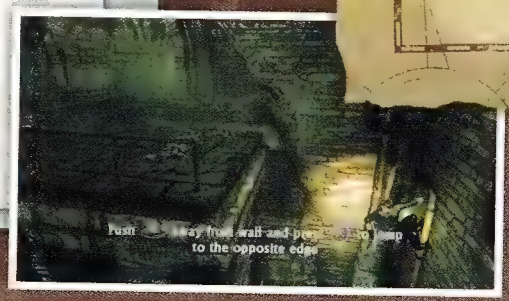
Grab the closest pipe, then point the left stick downwards and to the left and jump to the next one. Climb along to the left edge of the pipe and stretch out once again. Leap to the lower pipe and follow it as it turns upward. Once Nate reaches the top, lean back and jump to the stone platform.

END PLATFORM SOLVING 1

HEADS UP!

Lean Back

In order to reach his destination, Nate must sometimes jump from the wall or object he's currently on to one that is behind him. Can't make things too easy for him, right? To leap to a wall or object behind Nate, use the left stick to push away from his current location and press ✕.



Pull Nate onto the platform and join Flynn at what appears to be a dead end. Looking up, the two can see that there's actually an exit overhead that probably leads to the museum's boiler room. There's only one problem; the retractable ladder leading to the exit isn't extended, making it impossible for a single person to reach it.

HEADS UP!

Inside Joke

While talking about getting to the museum, Nate makes a joke, saying that they are, "in like Flynn." Flynn doesn't get it, but the phrase is actually a pop culture expression meaning to be promptly and definitively successful. It is a somewhat dated reference to Errol Flynn, an Australian actor popular in the 1940s and 50s. He was famous for his roles as a swashbuckler and a romantic. He had a reputation for heavy drinking, causing trouble, and being a rampant ladies man, all of which were hard-earned and well-justified. Hey, that sounds like a certain cigar smoking con man Nate knows.

HEADS UP!

It Takes Two

Once in a while, even Nate needs a little help to reach a high ledge or ladder. Whenever he requires a helping hand, hold down △ in the location where a prompt appears to either lift an ally or be lifted by an ally up to a hard-to-reach ledge. In turn, the one given the boost can often turn around and help the other up.

BOILING

The boiler room is a towering space with catwalks, pipes, and scaffolding crisscrossing overhead. After entering, walk left and hop over the large green pipe to reach a brick wall and retracted ladder. Give Flynn a lift up the ladder, following close behind once the steps are lowered.

Byzantine Gold Coin—Easy

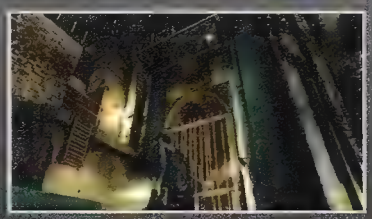
Head immediately behind Nate and to the right after popping out from the sewer. In the corner of the boiler room, the museum's first treasure is on top of the storage box covered in tools.

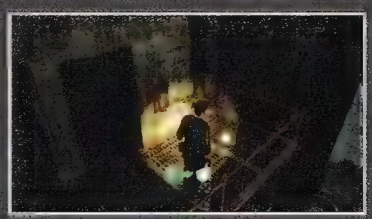
Climb up the ladder to the exposed bricks lining the exit's walls. Move along the brick handholds and get in range of the ladder overhead. Jump up to the ladder and climb out of the sewers.

Climb the metal grate and then pull Nate up to the next level. Head up the stairs to reach the wall of steam blocking Nate and Flynn's progress on the left; this is a boiler room after all. There has to be a control valve to turn the steam down. The elevated platform to the right of the stairs has just such a valve. Head up the ladder and use the valve to reduce the pressure in the pipes and eliminate the steam.

Glass Evil Eye—Hard

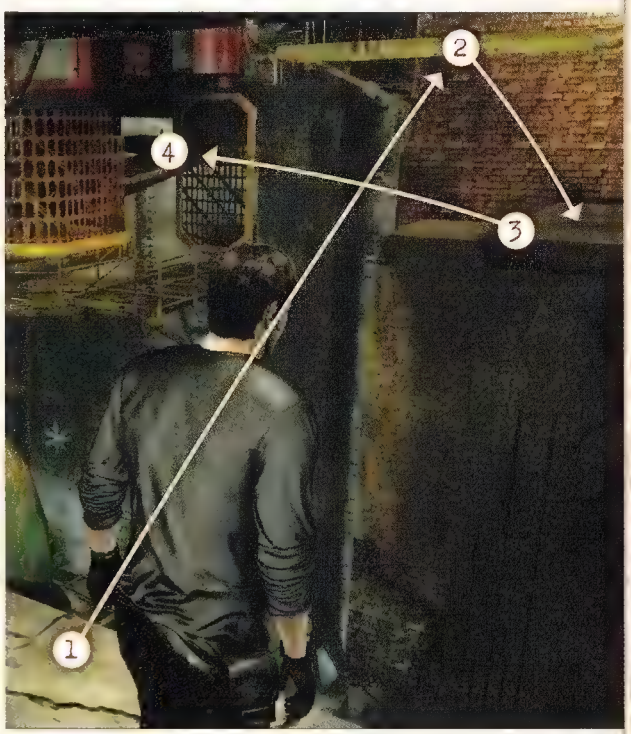
Stop just after climbing up the metal grate. There's a retracted ladder behind Nate that leads to a short platform. Jump to the ladder and climb up. Snag the treasure from the back of the platform.





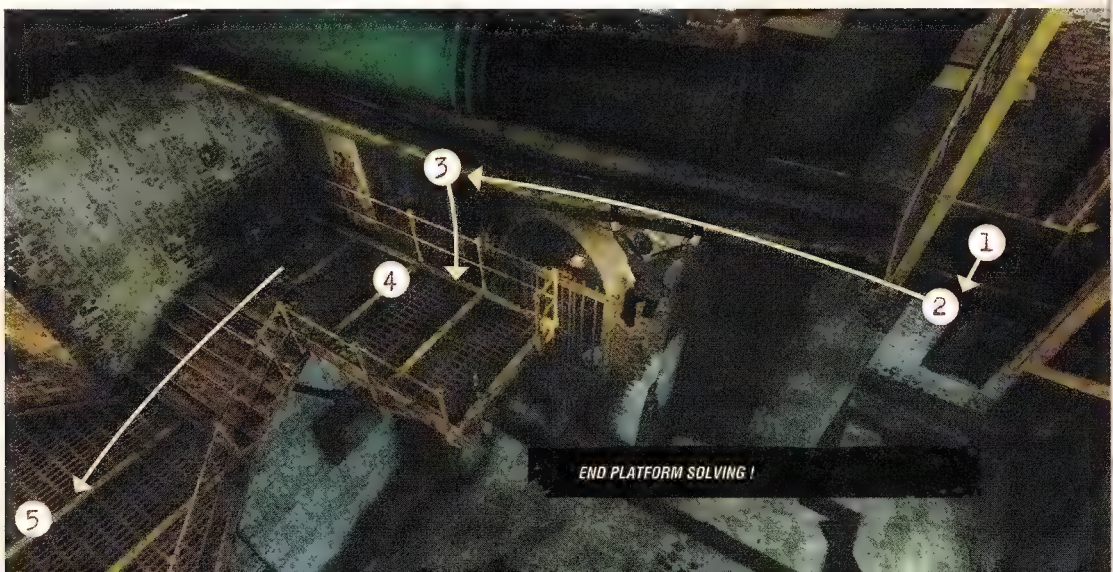
BEGIN PLATFORM SOLVING 2

Flynn goes on ahead and waits at the exit as Nate re-enters the main body of the boiler room, but this time from above. The first step toward catching up with Flynn is to reach the platform on the opposite side of the room. The jump is far too long to make in one go, so leap out to the strip of hanging pipe just in front of Nate. The pipe is hidden in the darkness and can be easy to miss.



Gain some momentum swinging on the pipe and then jump over to the platform. Turn left to face the yellow-lined pipes hanging in the center of the room. It's a tricky jump, but if Nate aims to land on this pipe in the center rather than the metal grate on the left, he should be fine.

Pull up onto the green pipes and then drop to hang on the other side of the catwalk and proceed left until Nate's over the yellow grate floor. Drop from the walkway and take cover with Flynn next to a barred window.



END PLATFORM SOLVING 1

HEADS UP!

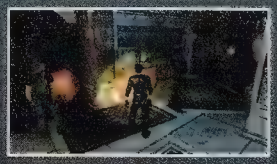
Under Cover

The museum break-in requires Nate to perfect his stealth abilities, and he can't be stealthy if he's always wandering out in the open. To take cover, approach a wall or an object and press ◉.

The two can see the museum's first courtyard through the window. Their access point is a door located just around the corner.

Ottoman Ring—Easy

Nate comes across a dark statue wearing chain mail as he follows the wiring. Searching more closely, it's easy to see the treasure on the statue's shoulder.



REACH THE SECOND COURTYARD 2

TRIP TO STORAGE

Sure enough, a storage room is down the hall. Walk to the set of red wooden doors at the back wall of the storage room and press △. The doors are locked and, just as Flynn is about to get to work, Nate spots an alarm. That's a problem. But if Nate can track the wiring, he should be able to find the junction box and disable the alarm.

Follow the red wiring to the right until Nate is back near the entrance of the storage room. Climb onto the storage crate against the wall and use the junction box above it to kill the alarm.

SILENT BUT DEADLY

Past the doors, a decorative archway marks the beginning of the courtyard and Nate's first encounter with the museum's security personnel. He and Flynn watch the guard walk down the hall beyond the arch. Nate offers to make the first move.

DOORWAYS AND ARCHWAYS

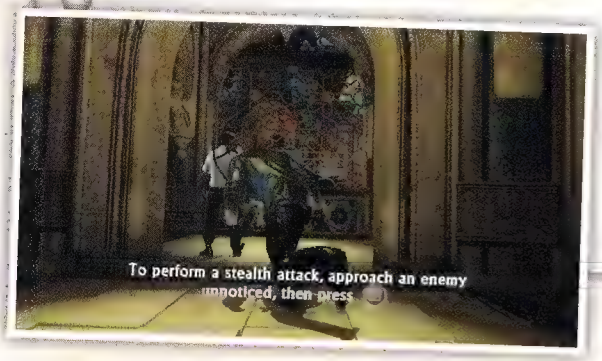
COVER

Doorways and archways are reliable forms of cover. Nate can still be spotted by an enemy from certain angles, but the overall coverage provided is strong.

HEADS UP!

Backstabber

Being a thief usually requires sticking to the shadows and landing quick, silent attacks. Basically, it means being a sneaky scoundrel. To perform a stealth attack, approach the target from behind and press ◉. Quick and painless—for Nate anyway.



COVER

LONG STONE PLANTERS

Long stone planters are excellent for moving through an area while retaining cover. However, if an enemy is firing from a high angle, their bullets can pass right over the planters' short walls and hit Nate.

Nate and Flynn enter the open air after silencing the guard. They can spot the lit up tower from their current position, but they can't reach it yet. They have to move up to the rooftops, which is only possible from the second courtyard. To reach the new quad, the two must pass through the iron gate on the far wall.

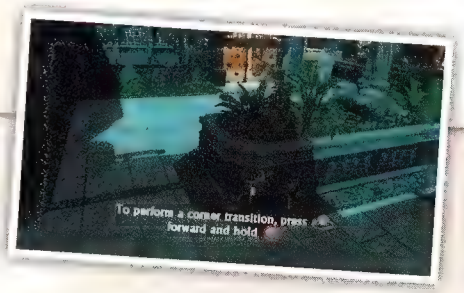
Flynn takes the first steps into the moonlight, dropping to take cover behind the long stone planter below. There is a guard walking along the opposite side of the planter. If he spots them, it's all over.

Vault over the railing and drop down to take cover beside Flynn. Move around the planter to the left to get behind the guard and strike. Good, the coast is clear. Follow Flynn and approach the iron gate.

HEADS UP!

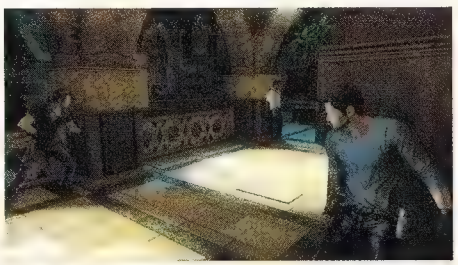
Work Around

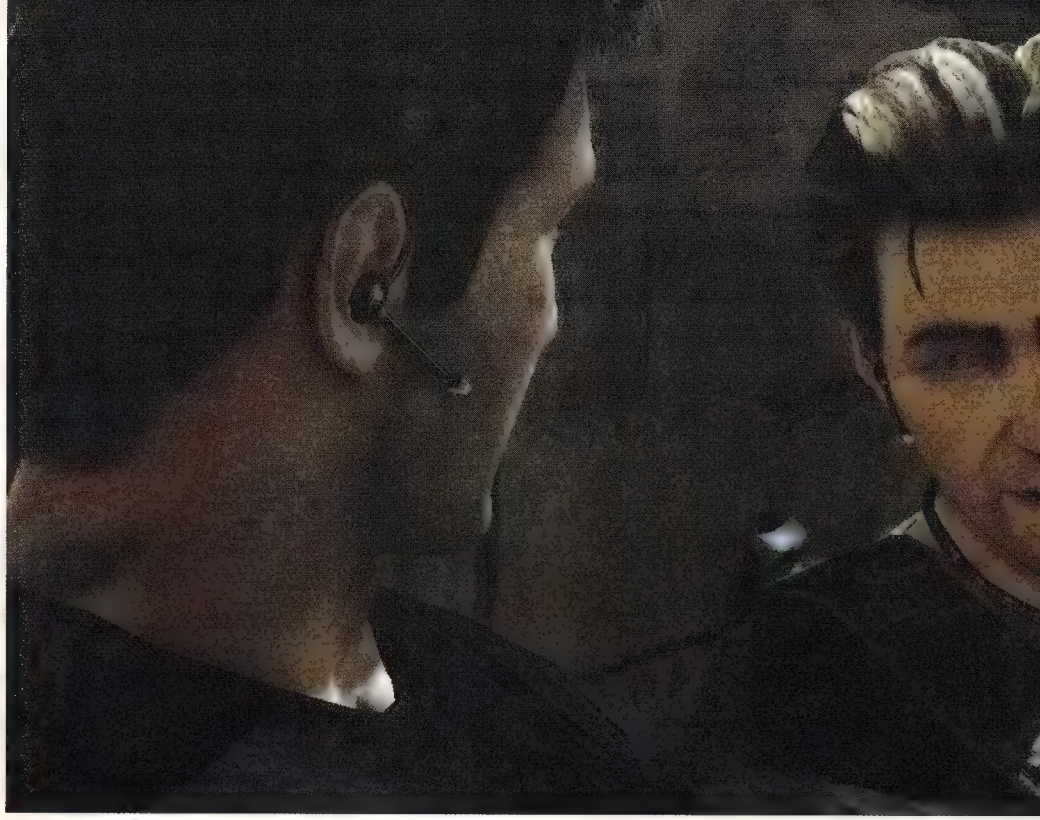
Nate's not one for showing off, but he can move around the side of his cover without giving himself away. To move around the corner of his protection, simply navigate to the corner and then push the left stick forward and hold ◉. Not too shabby, Nate.



Climb up the gate and jump to grab the decorative molding above. Move to the left until Nate reaches out for the connecting balcony's ledge. Make the jump and look for the guard patrolling the area.

It's going to be difficult to launch stealth attacks, but by working together with Flynn, Nate can remove the threats before they send out a warning to their comrades. Rush ahead and take out those guards!





HEADS UP!

Dukes Up

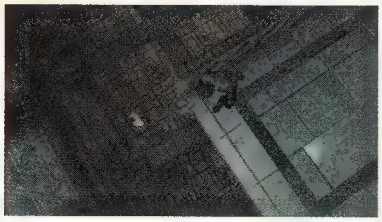
Nate's not afraid to throw down when push comes to shove. When stealth doesn't work, it's time for more direct means. Press ◉ to initiate hand-to-hand combat. Pressing ◉ three times in a row performs a combo. That's it! Pow! Right in the kisser.

THREE TO GO

With the area clear, move out to the left to take cover just past the three small planters. From there, Nate and Flynn see two additional guards walk in from the entrance to the second courtyard. There are now three security personnel in the first plaza.

Drop one level down and instead of following Flynn down the staircases to the right, turn left instead. Take cover on the railing in front of you and sneak along behind it to the left until Nate reaches the connecting pillar. From there he has the perfect view of his first target. Approach the guard's back and perform a stealth attack.

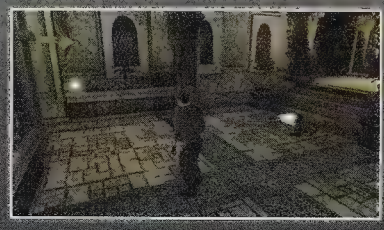
While Nate was busy with the first guard, Flynn started work on removing the second. All that remains for Nate is the security guard patrolling the area to the left of the iron gate. Move up the stairs to the left and along the walkway to stand above the Nate's last target.

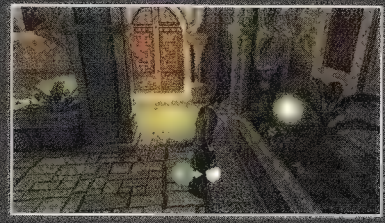


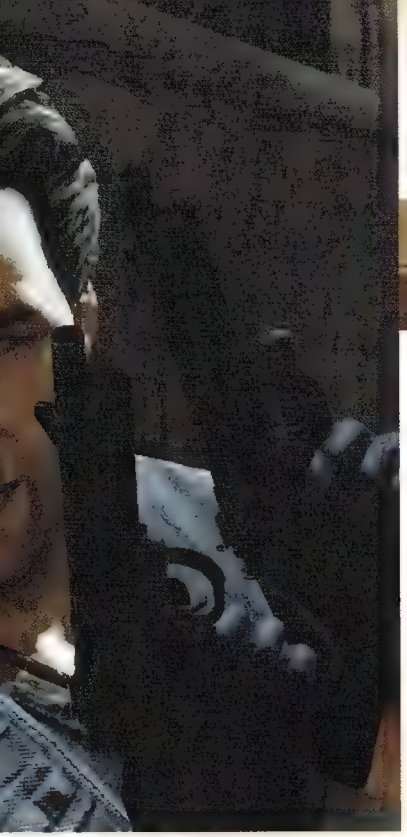
Drop to hang off the edge of the walkway and wait for the guard to face the other way. When the guard's back is turned, drop to the ground and perform a stealth attack. Looking up, Nate can see Flynn finishing the last security guard.

Silver Amulet Box—Medium

Move to the dark corner underneath the elevated walkway and decorative arches to the far left of the gate. Look for the sparkling treasure on the back side of the long stone planter at the base of one of the arches.



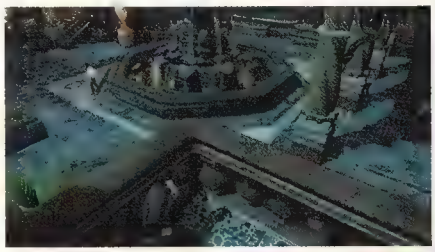




SECURE THE OIL LAMP 3

Flynn orders Nate to take cover as soon as they're in. Crouching behind the railing on the right, next to Flynn, is a nice, safe location. From there Nate can see the security guards patrolling the floor level.

First and foremost, Nate has to remove the guard stationed by the columns in front of Flynn, to the right of the fountain. Hop down and perform a stealth attack as the guard comes to a stop against the second pillar. Nate can perform this attack directly from cover by taking cover against the back of the column first and then pressing ●. This will keep you safely out of view from the other guards.



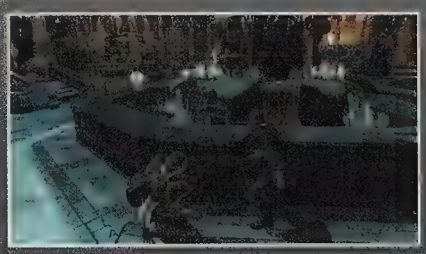
Move up to the fountain and then hop in. Take cover inside the fountain, just behind the guard on the left. Pop up and drag him into the water by performing a stealth attack while in cover. After he's down, rush to the red elevated area on the right. Climb up and hang on the railing behind the guard stationed above and use another stealth attack to remove him.

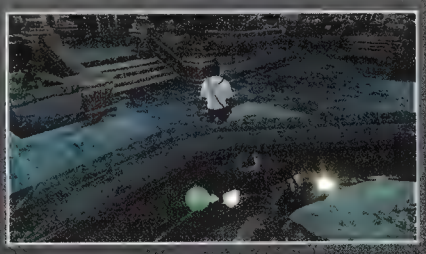
As Nate gets ready to open the gate, Flynn stops him. There's another door alarm. Climb up the gate to the yellow stones on the right. Keep moving up and to the right until Nate reaches the junction box above. Open it up and disarm the alarm.

Drop back down and open the gate. It takes some brute force, but together Nate and Flynn are able to slide into the second courtyard.

Silver Belt Buckle—Easy

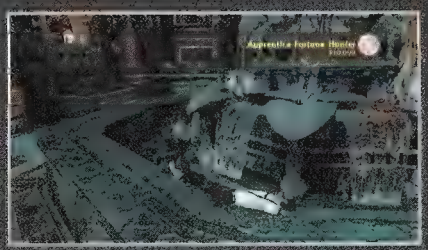
Before removing the guard next to the fountain, pick up the treasure sitting on one of the decorative stone leaves of the water feature's statue. Nate is in a bit of a hurry, but there is always time for a quick treasure pit stop.





10 Apprentice Fortune Hunter

The Silver Belt Buckle is the tenth treasure Nate has collected. Congratulations! To celebrate this milestone he is awarded the Apprentice Fortune Hunter Medal worth $10,000 and a matching Bronze Trophy.



NOT SO SNEAKY

This one is pretty obvious, but don't just go running out into the open. Only move between cover and across open space when enemies' backs are turned. This is a stealth level and rushing enemies is not going to cut it.

As Nate pulls the guard over the railing, two more guards emerge from a doorway to the right. Wait for their backs to be turned and then tag team them with Flynn's help. The remaining three guards in the open quad can be left alone—for now.

Bare-knuckle Expert

If Nate is quick enough, he can beat Flynn to the punch and knock out both guards by himself. Removing both guards means he just successfully defeated 10 enemies in a row with hand-to-hand combat, earning the Bare-Knuckle Expert Medal, $25,000, and a Silver Trophy. If Flynn ends up removing the last guard, don't worry, there is another way to earn all those goodies. Nate can simply remove the lone guard under the elevated area on the ground floor. He's isolated enough to go unnoticed by the remaining security personnel.

Follow Flynn toward the set of wooden doors up the stairs and to the right. Turn to face the brightly-lit, flower-filled planter. From here, you can grab the edge of the blue-tiled roof. Following Flynn, hop onto the tiles and run to the left until Nate reaches the connecting tower. Climb up the decorative lattice to the stone molding. Follow the molding to the open window around the corner and drop inside.

BULLS EYE

Nate and Flynn are in the bell tower. Four security guards are patrolling inside: two on the ground floor and two in the rafters. Flynn feels it's about time to introduce a new tactic and whips out two guns. Nate protests at first, but reluctantly agrees to use them once Flynn clarifies that they are merely tranquilizer guns.

TRANQUILIZER GUN

When it comes to non-lethal weapons, the tranquilizer gun is Nate's number one choice. It only takes one dart to neutralize an enemy, but the range is limited and only one dart at a time can be loaded.

Target the two guards on the ground floor first. The guns are limited to short range, but Nate is just close enough for his darts to work on the first two targets.

TATTLE TALE

Make sure Nate is in range before firing at any of the guards. If he shoots and misses it can notify the security and cause them to sound the alarm. That's the last thing Nate wants.

Once Nate and Flynn take down the two closest guards, it's time to get a bit closer. Climb up to where the first set of guards was so that you can get close enough to hit the guards above. There's plenty of cover in the bell tower, so much so that it can be hard to choose. The best position for Nate is the set of wooden boxes and crates along the left wall. The boxes are hidden in the shadows, giving Nate extra security while he lines up his shot to pick off the guards stationed overhead. Act quickly and finish clearing the tower.

COVER

WOOD BOXES

When wood boxes are stacked together, they provide extremely solid cover. However, their small size is their biggest downside. When using a single box, it restricts the ability to simultaneously retain cover and mobility. They're best used as temporary cover, and should be quickly abandoned if enemies start closing in.

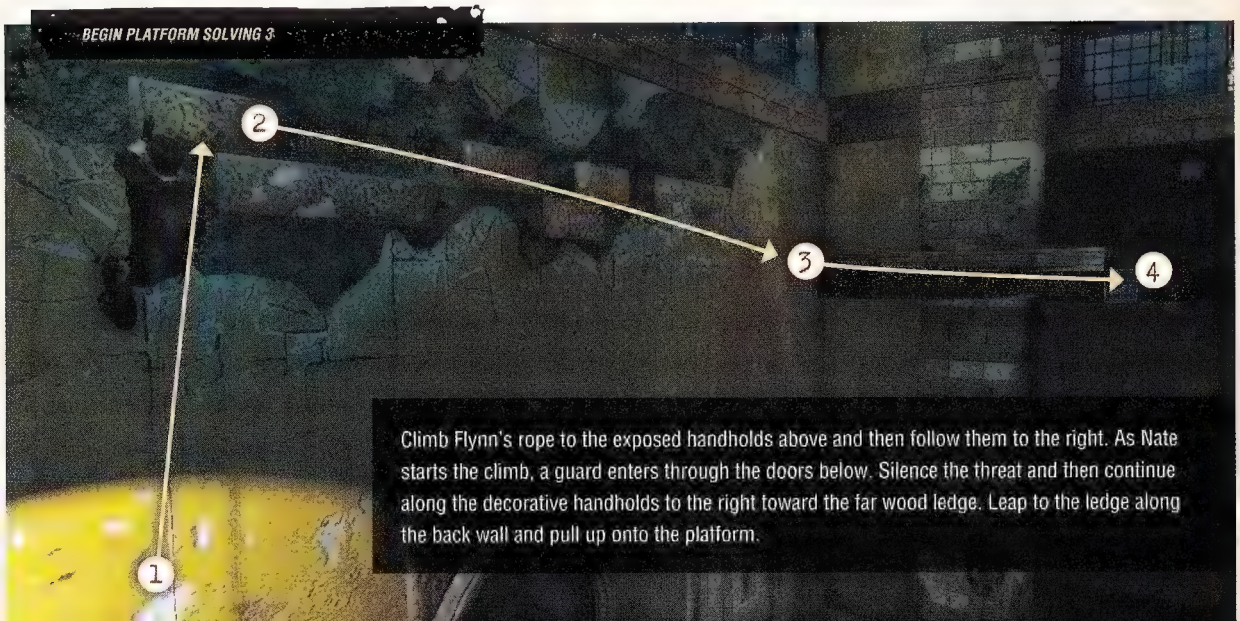
COVER

WOOD CRATES

Wood Crates are very similar to wood boxes with the only real difference being their length. Crates are about twice as long as boxes and are a more reliable form of cover. Nate is able to move along the wood crates' sides and can easily vault over them if he needs to move quickly.

GOING UP

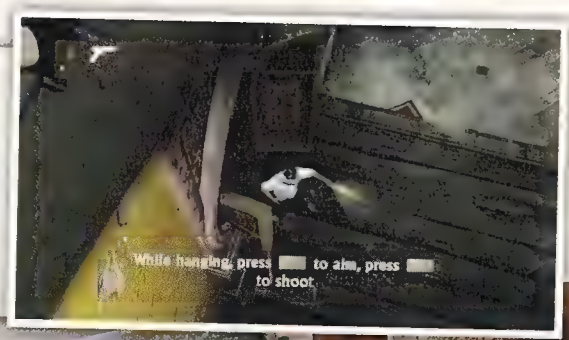
Flynn waits at the push cart near the center of the tower. Team up and move the cart back against the wall by taking cover against the cart (◉), then holding the left stick in the direction that you want to push it. Use the newly positioned object as a stepping stone to reach the elevated level. Flynn follows closely behind and tosses a rope to the upper tower wall.



Climb Flynn's rope to the exposed handholds above and then follow them to the right. As Nate starts the climb, a guard enters through the doors below. Silence the threat and then continue along the decorative handholds to the right toward the far wood ledge. Leap to the ledge along the back wall and pull up onto the platform.

Hanging Out

Nate climbs. Nate shoots guns. But what about shooting a gun while climbing? No problem. While hanging onto a ledge, pull out Nate's pistol and aim it by pressing and holding **L1**. Press **R1** to fire!



Navigate along the top of the first beam that crosses the length of the tower. Drop down to hang off the side and climb past the rope-covered pillar blocking Nate's way. Once Nate is on the other side of the first pillar, pull up and leap out to the nearby beam. Jump once more to reach the platform and stairs leading out of the tower.

RUNNING ON THE ROOFTOPS

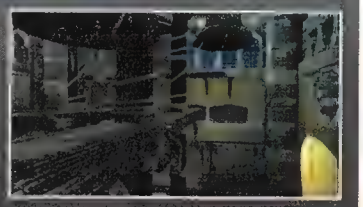
Out on the balcony, Nate can clearly see their destination. It's not far now. Head right to the other side of the balcony and climb through the opening in the railing. Leap to the neighboring roof and then hug the wall as you follow Flynn around the decorative dome.

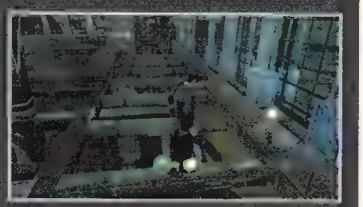
As Nate jumps to the next roof, he falls short, reaching out to latch onto an unstable rain gutter. Flynn is able to come to Drake's rescue with a diving save just before he falls. Nice catch!

Head inside the short tower to the right. Flynn drops a level and uses a rope to reach the next rooftop. Grab the rope and swing back and forth along the wall. Once Nate has enough momentum, jump out to the metal bars. Climb up to the roof's edge to find a guard stationed overhead. Perform a stealth attack to remove the threat.

Ivory Chess Knight—Medium

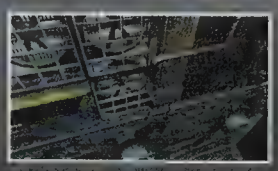
Nate climbs along the length of the first beam to reach the support beams extending perpendicularly from the far wall. Jump and grab the ones above. Nate finds a glowing treasure on the windowsill above the support beams on the right.

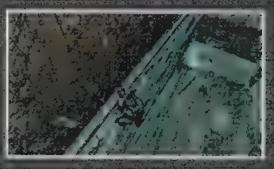




Ottoman Bracelet—Very Hard

Crescent along the metal bars before Nate moves to climb up them. Drop to the molding running along the bottom of the bars and follow it to the right. There's a lone sewage pipe around the corner of the building. Drop to it and snag the treasure inside. Be careful when lining Nate up with the top of the pipe; just a little bit to the right or left will cause him to slip off to his death. Someone went to an awful lot of trouble to hide it.

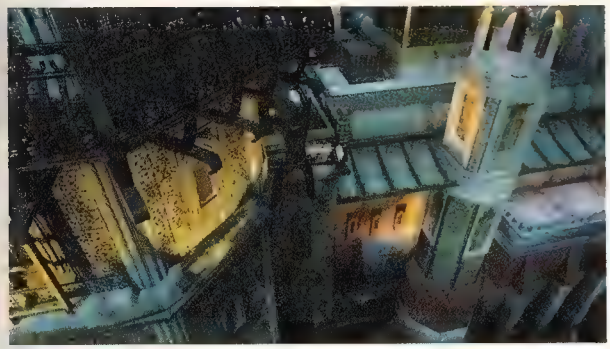




END PLATFORM SOLVING !

The roof is completely cleared, but all the edges lead to nowhere. There's nothing to do but head up. Climb onto the large air-conditioning unit ahead and to the right and then jump to the yellow ladder hanging from the tower above and to the left.

Navigate along the iron bars above and remove the guard stationed below with a dart. At the last bar, swing over and onto the roof below.



Continue toward the tower and drop to the blue tiled roof through the broken railing ahead. Jump from rooftop to rooftop, heading straight ahead and to the left.

Antique Pocket Watch—Hard

Don't jump over to the opposite rooftop just yet! There is treasure to be had. Turn around and look up at the large banner running down the side of the tower. There's some treasure to the right of the banner. Shoot it free with Nate's tranquilizer gun and then pick it up.

Proceed left and take cover at the edge of the balcony. Just ahead, a guard is standing watch. Put him to sleep with a tranquilizer dart before hopping over the railing. The central tower is just around the corner to the right.

ALL MINE

The lights are still on the tower. There's no way Nate and Flynn are getting anywhere near the oil lamp with those active. Chloe finally manages to kill the lights. This is it!

Run to the tower with Flynn. Nate enters first, finding the oil lamp almost immediately. The security seems pretty tight, but Flynn has it covered. Finally, the lamp is in their hands.

Nate breaks the object open to find a note. It seems like nothing at first, but after a closer look it reveals a map and the truth behind the Lost Fleet's final journey—their voyage from Shambhala. The writings mention the fleet carrying a deadly cargo related to something called the Cintamani Stone. Nate seems to know both what the stone is and its value. He turns to Flynn, excited about their finding, but is greeted with a gun. Nate's "comrade" abandons him, leaving him for the guards.

Shambhala

Of the myriad lost civilizations scattered throughout history, few have held as much mystery as Shambhala, otherwise known as Shangri-la. Translating as "the place of peace," most have described Shambhala as a pure kingdom comprised of those who have attained enlightenment. Sometimes described as inaccessible by physical or mystical means, the only method of reaching the kingdom is by complete purity of mind. One must be free of all burdens and poisons of the outside world before Shambhala allows itself to be found.

Little to no information exists on what the kingdom actually looks like. Some have envisioned a massive city built upon the highest peaks of the Himalayas, rivaling the temples of Lhasa. Others have described a massive valley surrounded securely by peaks. Most agree that Shambhala exists somewhere within the snowy mountains of Tibet. The inhabitants are believed by some to possess eternal youth, beauty, and limitless wisdom. There are those who believe that jewels hang from the trees and gold flows through its rivers.

Many have died in its pursuit; most have never returned. Other lost kingdoms have since been unearthed and fact has replaced rumor. Yet, Shambhala has remained lost. No maps, artifacts, paintings, or writings have ever proven the existence of the kingdom. The only shred of evidence that remains is the sacred oral tradition of Buddhist monks living high in the Himalayas. The lack of concrete proof, however, has not stopped men from searching.

Until the early 20th century, Tibet remained closely guarded and practically off-limits to Westerners. As a result, the only information about Shambhala was questionable at best. The first account of the legendary lost city came from a Portuguese missionary. On a pilgrimage to spread Catholicism, he heard about a mythical kingdom high in the mountains untouched by outside influence. Despite an extensive search, the missionary was unable to locate the kingdom and eventually turned back.

Centuries later, the Nazis sent multiple expeditions in search of Shambhala during the late 1930s. Convinced that a master race of Aryans lay high in the mountains, expeditions combed every valley and peak. Nonetheless, despite relying on information from local monks and sherpas, they failed to discover the hidden kingdom and Shambhala continued to elude every search. World War II eventually interrupted further expeditions, and the kingdom has continued to evade scholars and treasure seekers alike ever since.

While Shambhala is said to be an ancient kingdom, most accounts agree that it is far from decayed or abandoned. Legend speaks of a total of 32 kings who have ruled and will rule Shambhala. The first seven kings, known as the Dharmarajas or "kings of the righteous path," were the first leaders. The later 25 kings, known as the Kalki or "wisdom holders," comprise the current royal lineage of Shambhala. Every century a new king assumes the throne and continues to rule the kingdom until the next succession. Raudra Chakrin, the final king of the Kalki line, will be the last ruler of Shambhala. Tradition states that during his reign, the world outside will become decadent and be on the brink of collapse. Only then will Shambhala appear to the world as Chakrin leads a massive army out of the kingdom to establish a new golden age throughout the world.

Travelers who claim to have approached its borders have reported becoming violently ill, burned, or losing the will to live. One of the most well-known tales occurred during a 20th century expedition. Being led by locals, the team made their way deep into uncharted Himalayan territory. As they drew closer to what was believed to be the border of Shambhala, the guides refused to follow. When threatened with non-payment, the guides stated that it would be better to kill them instead. The power of Shambhala is something to be respected, protected, and, above all, revered, they had remarked. Misunderstanding its power leads only to death.

Shambhala remains one of the most mysterious and sought-after mythical kingdoms on Earth. Surrounded by tales of fantastical power, advanced knowledge, and a belief that it will usher in a new age, the path to Shambhala's discovery grows only more treacherous with the passage of time.

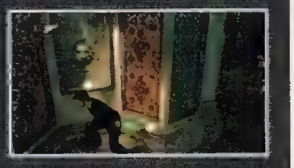
ESCAPE FROM THE MUSEUM 4

ESCAPE ROUTE

The guards are quick to respond. Get out of the exhibit tower as quickly as possible! Turn slightly to the right and run between the display cases to reach the room's exit, rolling each time the snipers' laser sights zero in on Nate's head. It looks like Nate has a clean getaway if he keeps running down the hall, but just as he reaches the end, a security gate drops in front of him and guards approach with weapons raised.

Antique Pipe—Medium

Before exiting the display room, turn to the left and head toward the barred gate. There's an alcove just to the left of the gate and there's twinkling treasure within. Grab it and then get out of there!



ROLL WITH IT

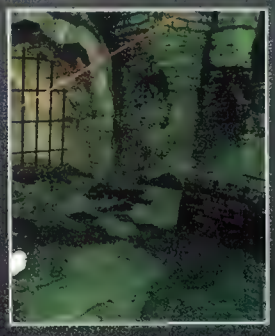
The museum guards are packing some major heat. Each of them has a laser sight attached to their guns. Make sure to avoid the lasers; if one stays on Nate for too long he finds out just how deadly the weapons are. To move away from the lasers, press ◉ to perform a dodge roll.

Run through the small doorway to the right into a narrow stairwell. The path comes to an abrupt end, leaving Nate stranded. Look up to find a way out. Climb up through the window and out into the open courtyard. Keep moving as guards target Nate's head. If he stays still for too long, he's dead.

Sprint to the sewer entrance ahead and slightly to the right, and then drop to the murky tunnels. Run down the tunnel ahead. As soon as Nate reaches a small open chamber, several more guards target him. Turn right and rush out of the chamber and into the next room via a tunnel at the far end on the right. A ladder against the wall ahead leads back to the surface; climb up it and open the manhole cover at the top.

Jeweled Bracelet—Easy

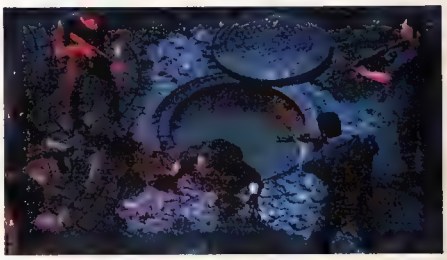
A short pipe is opposite the exit from the open chamber on Nate's left as he rushes through. There's another treasure just in front of the pipe. Snag it before racing on.



Rookie Fortune Hunter

Nate now has 15 treasures and has met the qualifications for the Rookie Fortune Hunter Medal. That's another $10,000. Sweet.

He's almost free! Or so he thinks. As Nate climbs from the sewers he's greeted by his captors. Hello, Turkish prison.



BORNEO

Chapter 3:

A three-month stint in a Turkish prison is enough to make anyone bitter, especially when it was a backstabbing colleague who's responsible for everything. So it makes sense that Nate is thrilled to see a trustworthy friend standing outside his cell door. Victor Sullivan to the rescue! But he's not alone. Looks like Chloe had a hand in getting Nate out of jail, too. As soon as she greets Nate, he's on guard. But Sully won't have any of his accusations.

Chloe informs Nate that the mysterious client Flynn is working for is none other than Zoran Lazarevic, the warlord nutcase. He found the lost ships in Borneo, but there is no sign of the Cintamani Stone. If they act fast they could snatch the stone from right under their noses.

OBJECTIVES

1. Reach the First Camp
2. Arm the Charges
3. Head for the Central Camp

BORNEO DIG SITE

1 REACH THE FIRST CAMP

Lazarevic and Flynn were able to discover as much as they have about the Lost Fleet and the Cintamani Stone thanks to the warlord's investment in Marco Polo's original journals. Polo's writings detail all of his knowledge on the sacred Buddhist stone. Chloe provides a small sampling of the documents for Nate. He's hooked and determined to steal the rest. Chloe's got to get them into Lazarevic's camp. A diversion should work

INTO THE WOODS

Walk straight through the jungle's wetlands to reach the remote detonator left by Chloe. Nate and Sully will need to arm the explosive charges stationed around the first camp and then use the remote to set off the diversion. First, the two old friends have to get to the campsite.

Yuan Dynasty Coin—Medium

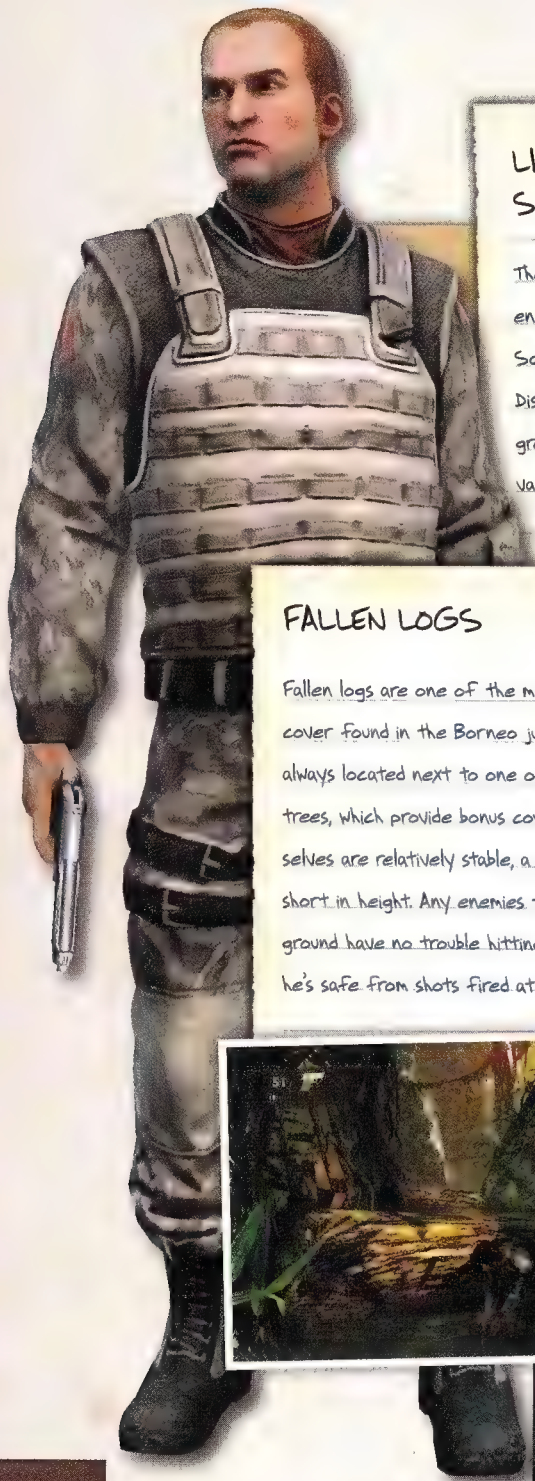
Just in front of the large ancient tree lies a log ramp leading to a hidden pocket of jungle. There's a treasure on the top leaf of the cave's towering plant. Instead of wasting time running around looking for a way to climb up to it, pull out Nate's .45 Defender and shoot it down. Don't worry, the bullet doesn't do any harm.

Continue forward, walk around the ancient tree, and climb the stone outcrop to dry ground. Trot down the confined path and drop back down to the soggy forest.

Two of Lazarevic's hired guns are just on the other side of the first large tree. Approach them from the left to find a fallen log that can be used for cover. Nate has two solid options. He can pull out his .45 Defender and pick off the two soldiers, or he can work his stealth magic and approach them when their backs are turned.

.45 DEFENDER

Nate's trusted pistol is the common 45 Defender. Its small size makes it easy to travel with, while its quick release allows Nate to pick off Lazarevic's armored men more easily. The gun's magazine is able to hold eight bullets while the maximum ammo carry count is 64.



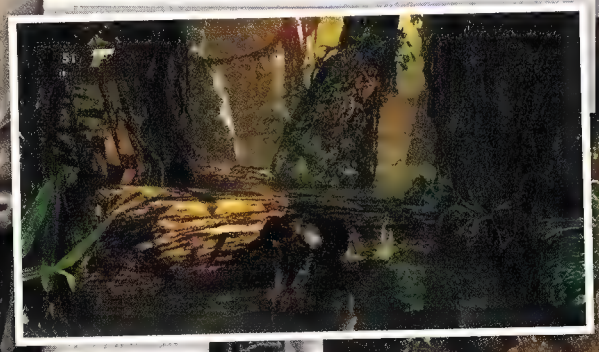
LIGHT SOLDIER

The weakest of all the enemy types, the Light Soldier is a basic grunt. Distinguishable by his light grey uniform, he can use a variety of weapons.

COVER

FALLEN LOGS

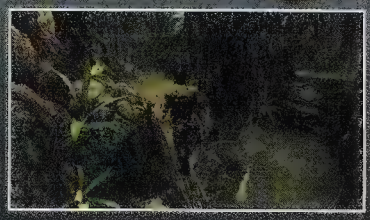
Fallen logs are one of the most common forms of cover found in the Borneo jungle. They are nearly always located next to one of the forest's overgrown trees, which provide bonus coverage. The logs themselves are relatively stable, a good length although fairly short in height. Any enemies targeting Nate from higher ground have no trouble hitting him behind the cover, but he's safe from shots fired at his level.

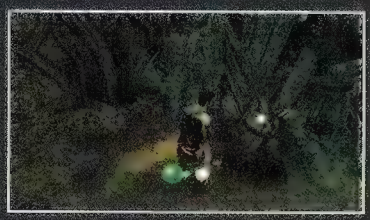


There's another group of soldiers in the boggy area ahead. Move to the fallen log crossing the entire length of the flooded area's entrance. This sets Nate up to target the next two enemies. One is more than likely taking cover behind the fallen log up ahead. The other is just to the right of the center tree. Eliminate them before moving deeper into the area.

Yuan Dynasty Jade Animal—Medium

Before moving on to the group of soldiers ahead, check out the right side of the swampy area. Inside the cove you will discover some wreckage upon which is the treasure.





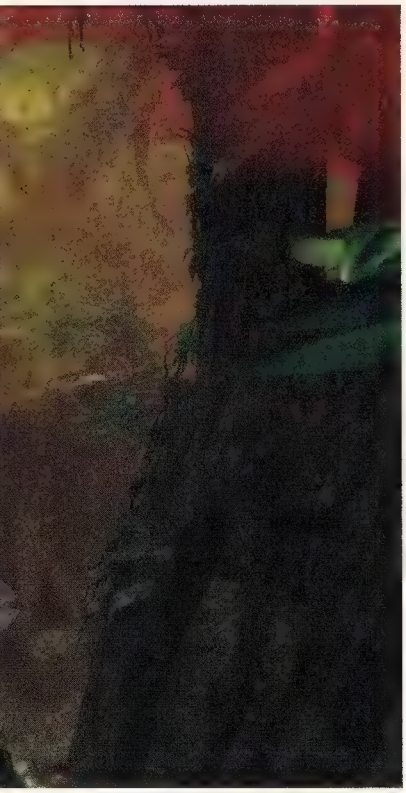
There are four additional enemies in the field. Three are on the ground floor and to the far right and one is equipped with an assault rifle, stationed on the back, upper ledge. Move farther in to better target the other soldiers and eliminate the assault rifle enemy first, as he poses the largest threat. Once he is gone, target the remaining soldiers and take them down.

DOWN WITH THE SHIP

Taking a good look around, Nate can see the remains of one of the ships from the Lost Fleet. Its broken hull is strewn over the rocky outcrop at the end of the combat area. Nate's ready to climb up the decaying wood, but Sully isn't. You'll need to find another way up for him.

Head up the wood planks and turn right to see a pole jutting out of the wreckage. Use the pole to swing over to the elevated jungle path.

The dead soldier lies in front of Nate, so his AK-47 shouldn't be too far away. Pick it up to use as his long gun.



AK-47

The AK-47 is the most-used assault rifle in the world, so it's no wonder that it's the first long gun that Nate comes across. The rifle's magazine holds up to 30 bullets and Nate can carry a total of 150 rounds. While its level of accuracy leaves a bit to be desired, the steady, rapid stream of fire allows for quick kills and sweeping sprays.

HEADS UP!

Check, One, Two

Nate isn't a one-weapon guy. He prefers one pistol and one long gun. Pistols are all guns that can be used with one hand, while long guns require Nate to use both hands. To switch between the two weapons, use the ✣ and ✣ directional buttons.

A large moss-covered boulder blocks the upper walkway. This is just what Sully needs to climb up to join Nate. Push the boulder out of the way and continue down the path.

Nate soon arrives at a makeshift log bridge. Cross over and take cover against the roots and upturned earth. Two of Lazarevic's men are patrolling the area and both of them can be targeted from Nate's current position.

Cintamani Stone

The Cintamani Stone is one of the most mysterious and powerful relics in all of Buddhist culture; it's been coveted by many and sought after throughout history. It is written that the stone itself was one of four objects within a chest that fell from the heavens. The chest appeared during the reign of King Lha Thothori Nyantsen of Tibet, and while the king did not understand the significance of the chest, or the objects that lay within, he revered them. Under his protection, the objects lay hidden.

Another tale describes the stone as being delivered to Earth by missionaries from another star, it being composed of a mineral existing on a planet revolving around their homeworld. Some Buddhists believe it now resides in the kingdom of Shambhala, with pieces of it historically appearing in various locations around the world throughout time.

Whatever its origins, the beliefs surrounding the mythical stone agree that while in their possession, its owner will obtain powers beyond normal human capability. Traditional writings state that the stone takes on the form of a pearl-shaped crystal that burns like the sun, with the power to grant its possessor any wish they desire: immense wealth, food, prosperity, health, and a long life. Through its changing shape, color, and the faults within the stone's body, one could even witness the past and foresee the future, granting a vision unlike any other.

With the reputation of granting its owner such incredible power, some believe that history's greatest rulers attained their place of power through ownership of the Cintamani. One such ruler was none other than the great Mongol leader, Genghis Khan, grandfather of Kublai Khan. The Cintamani Stone seems a fitting explanation for his rise to power amongst the Mongol tribes and the subsequent rapid acquisition of territory enjoyed by the Mongol Empire thereafter. When the Mongols then lost possession of the stone, their empire began to collapse. So the story goes.

Still others believe that the Cintamani Stone was given as a gift to the founders of the League of Nations at the end of World War I, in hopes of granting it the power to succeed in peaceful unification of the member nations. Upon dissolving in 1946, the piece was given to a Russian mystic to carry back to Shambhala.

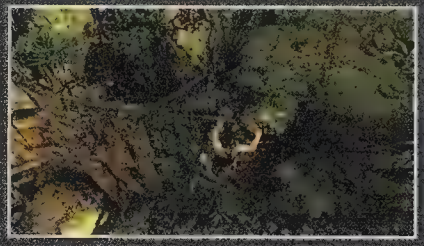
With so many tales surrounding the Cintamani Stone, its impression among believers has been powerful to say the least. While those in search of the Buddhist relic are as likely to discover it as those searching for Shambhala, the reward of the promised power it will bring continues to draw at the hopes of both good and evil.

Two more soldiers are stationed below, one of which may have already climbed up to confront Nate. Clear them both out with a melee combo and secure the area.

More Lost Fleet remains rest against the back wall. Use the stones and broken pieces of wood to climb to higher ground. As Nate moves, Chloe chimes in to let him know that four charges are placed in the camp ahead. Continue climbing to the upper ground. Drop down twice to reach the edge of the first camp.

Jade Pei Pendant—Medium

Instead of going straight for Nate's climbing destination, work over toward the upper right of the wreckage. Pull him up to find a hidden passage leading to a shallow stream. Follow the stream to the right to find a treasure at the end of the trail.



GOING CAMPING

The first camp is loaded with Lazarevic's men. Nate and Sully are going to have to wipe this place clean in order to arm the explosives hidden about. Start with the closest enemy. His back is to Nate, so a stealth kill is the best bet.

It's time to make Nate and Sully's presence known. Three enemies are in Nate's immediate area, one of which is heading his way. Feel free to silence this wandering soldier with a stealth attack before opening fire to remove the remaining two from Nate's current position near the radio table.

With a Bang

HEADS UP!

For an attack with an extra kick, target the bright red gasoline generators. They burst into flames with a couple of shots, taking out any nearby enemies. Talk about going out with a bang.

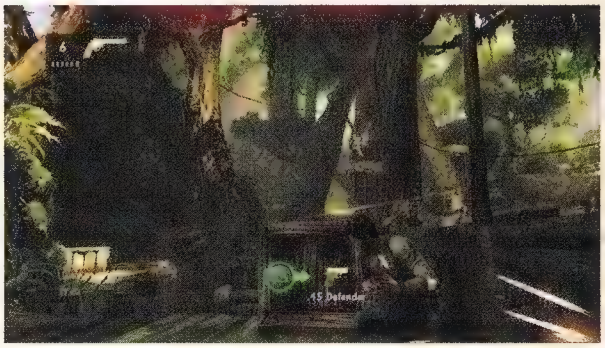
WES-44

This powerful magnum can easily terminate an enemy with a single shot. It can only hold six rounds in its cylinder—with Nate able to carry a total of 12 bullets. That's still enough to eliminate a room full of enemies. It's extremely reliable, but keep an eye on Nate's ammo supply. Once he runs out, he better ensure that another weapon is readily accessible.

Take up position on the platform ahead and pick up the Wes-44 from the table. One hit from this powerful weapon is enough to eliminate any of the soldiers.

The next set of targets is located among the wood boxes across the site and the nearby elevated lookout. A few soldiers pop out from cover among the sections of a ruined ship to the left. The enemies unload quite a bit of firepower.

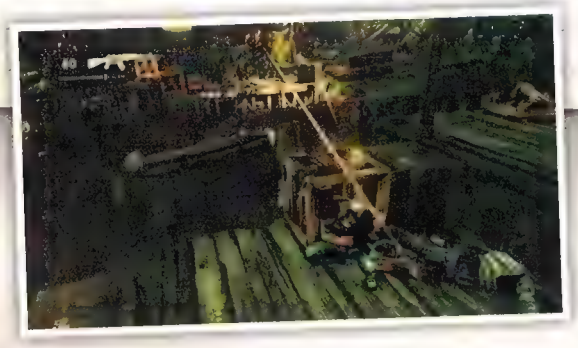
Make sure Nate has solid cover and don't go for the Serbian-marked boxes—they're destructible. This is a pretty intense situation so don't be afraid to blow the generator by the wood boxes sky high! The blast takes out at least two enemies at once.



COVER

DESTRUCTIBLE BOXES

As the name implies, destructible boxes are indeed destructible. With that in mind, it's pretty obvious that these boxes aren't the best form of cover. They should only be used when no other cover exists.



Double Dyno-Might!
The explosion caused by blowing up the generator removed two soldiers, at the very least. By eliminating two soldiers with one blast, Nate earns the Double Dyno-Might! Medal and a cool $10,000.

Make for the section of wreckage in the middle of the camp once Nate has a clear shot to the cover. Enemies start flanking on both the right and left. The shotgun-wielding enemy on the left is definitely the priority. From this range, it would only take one blast from the 12-gauge to send Nate back to his last checkpoint.

Finding the Lost Fleet

In 1292, the Polos set out from China and the Great Khan's court on a voyage to Persia and then back to their home in Venice. However, at some point during their voyage from the port of Zaiton (believed to be modern day Quanzhou) to the Persian port of Hormuz, the fleet dwindled from a massive 600 passengers to a mere 18. A fleet of 14 transformed into a fleet of one.

Sailing south through the China Sea, there were several stops that Marco Polo was reported to have made along the way, yet his journals at times remain vague as to which locations he visited in person and which locations he wrote about from the travel stories of others. This makes it difficult to determine realistic resting spots for the Lost Fleet.

Destruction of the fleet most likely occurred somewhere within the South China Sea. A regular shipping route used for trade to and from China, attacks by pirates were not entirely uncommon. As the golden era of the Mongol Empire began to wane toward the end of the 13th century, piracy had become more prevalent upon the China Sea. A bold group of pirates could have seen the 14-ship fleet and launched an attack in hopes of acquiring massive riches.

Marco Polo also mentions Java, Sumatra, and Borneo in his journals, indicating that he spent some time among the islands between the South China Sea and the Indian Ocean. With Marco's insatiable appetite for exploration, there's little doubt that some stops along the way were made in order for him to study various island cultures and habitats.

Monsoon seasons were also a brutally real threat and their presence would require the fleet to dock and wait for a clearing. A delay in doing so could catch the fleet off guard, smashing the ships against the rocky shores of nearby islands, especially in tight waterways such as the Strait of Malacca between Sumatra and Malaysia.

With a complete lack of data within Marco's journals surrounding the voyage, the final resting place of the Lost Fleet may never be discovered. More importantly, his reasons for withholding the account will forever baffle historians.

SHOTGUN SOLDIERS

These soldiers come in both Light and Standard varieties. They can use any form of shotgun: Moss-12, SAS-12, or Pistole. They're distinguishable by the dark-colored hoods they wear as well as the red shotgun shell straps. They are ruthless at close range and should be taken out before they have the opportunity to rush you and inflict too much damage.

MOSS 12

The Moss 12-gauge Shotgun is able to hold a total of six shells, with Nate being able to carry an additional four. It is able to terminate an enemy with one shot if they are within range. When attempting to use the weapon from mid- to long-range, it does little to no damage.

Make good use of what ammo remains from the Wes to pick off as many of the swarming enemies as possible. When Nate has cleaned out his magnum ammo supply, switch to the AK-47. There is a particularly pesky soldier firing rapidly from a lookout post in the back right of the camp. Instead of trying to target the distant enemy, aim for the generator at the base of the lookout to eliminate the threat.

On the Go

Nate's a busy guy and the faster he can switch his weapons the better. After all, he's got places to go and soldiers to kill. Anything that slows him down has got to go. That's where the quick weapon switch comes in. While aiming one gun with **L1**, press △ to switch to Nate's other weapon.

Continue picking off the soldiers until the first camp is cleared. Don't forget about the enemies on the elevated ground at the rear of the site.

HEADS UP!

Doesn't Matter

This is the first time Nate has been faced with the tough decision of choosing his firearms. At the end of the fight there are two options for his long gun: the Moss 12-gauge Shotgun and the AK-47 Assault Rifle. The funny thing is that he won't be using either. Normally, Nate should take his time deciding which weapons are best for him, but for now, just leave the guns and set the charges.

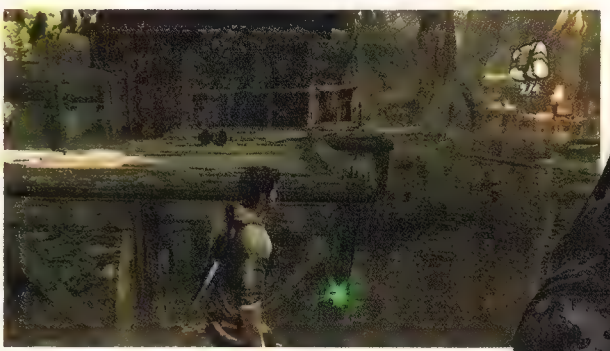
ARM THE CHARGES 2

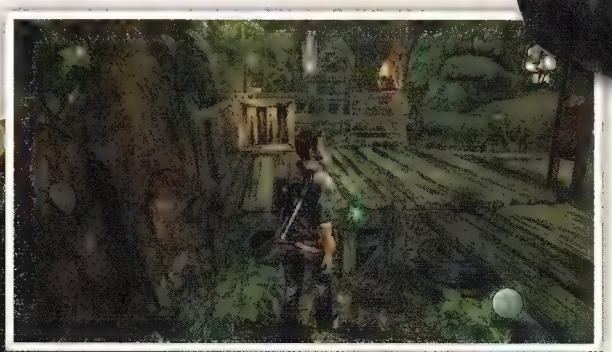
SET TO BLOW

Finally, Nate and Sully can get to the business of arming the charges. There are a total of four around the camp. The closest one is located at the base of the (now-destroyed) generator near the collection of wood boxes.

The second one is attached to a post at the end of the station housing the first generator. Look below the destructible box near the ladder to find it.

The last two charges are on opposite ends of the radio station. While looking at the radio station from the water, one charge is on the near left corner while the other is on the far right.



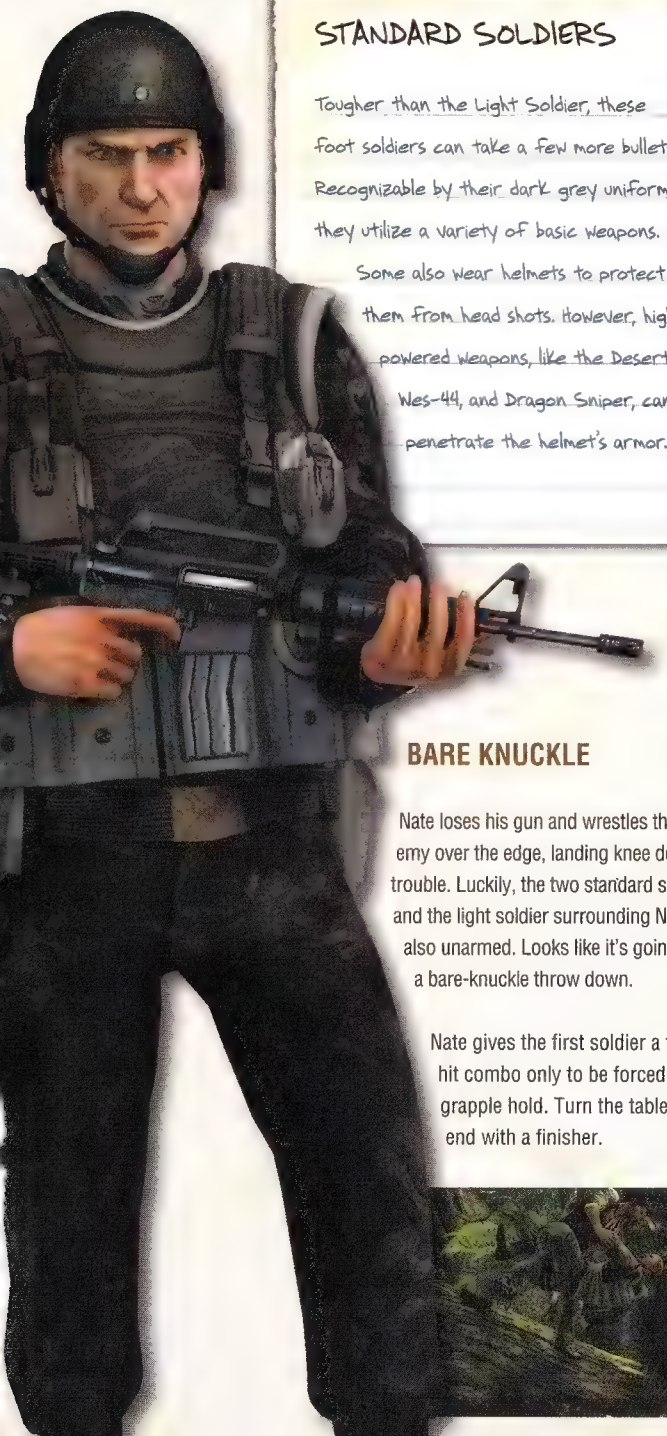


HEAD FOR THE CENTRAL CAMP 3

When Nate is finished, follow Sully to the back of the encampment. Boost Sully up to the retracted ladder and follow after him. Turn right and head for the flooded cove. There are three darkly dressed enemies below attending to a damaged pump. Before Nate and Sully can make their move, Sully is attacked from behind by one of Lazarevic's men and their position is given away.

STANDARD SOLDIERS

Tougher than the Light Soldier, these foot soldiers can take a few more bullets. Recognizable by their dark grey uniform, they utilize a variety of basic weapons. Some also wear helmets to protect them from head shots. However, high-powered weapons, like the Desert-5, Wes-44, and Dragon Sniper, can penetrate the helmet's armor.



BARE KNUCKLE

Nate loses his gun and wrestles the enemy over the edge, landing knee deep in trouble. Luckily, the two standard soldiers and the light soldier surrounding Nate are also unarmed. Looks like it's going to be a bare-knuckle throw down.

Nate gives the first soldier a three hit combo only to be forced into a grapple hold. Turn the tables and end with a finisher.

HEADS UP!

Finish Him

Some of Lazarevic's men, like the standard soldiers, are more adept at hand-to-hand combat. So, when Nate winds up to finish a standard combo, they may stop him by performing a grappling maneuver. Before they have a chance to land a counterstrike, break the hold with △ and follow up with ○ to perform a finisher.

Just when Nate thought he was in the clear, Sully throws another soldier into the mix. Knock him out using Nate's melee attack. With the area completely secure, Sully tosses down a rope for his adventuring partner. Up on dry ground, Nate and Sully continue to the main dig site and Lazarevic's personal tent.

Amber Jade Chimera—Very Hard

Not so fast! There's a treasure to collect before Nate heads off to see Lazarevic. After climbing up the rope, move to the right and jump across the tiny waterfall to land on the upper platform. Follow the connecting path to a series of stone handholds. Climb up the handholds and leap to the wood poles at Nate's back.

Navigate to the moss-covered mast and walk along the top of the mast to reach a rocky ledge. Jump over to the opposite platform and climb to the jumbled pile of wreckage. There, Nate can see a treasure. Talk about off the beaten path.

THE DIG

Chapter 4:

Nate and Sully are close to the main camp. The charges set at the first campsite are ready to blow with the press of a button. The blast should be enough to divert the majority of Lazarevic's forces. Marco Polo's journal is as good as theirs!

OBJECTIVES

1. Grab the Journal
2. Reach the Mountain Temple
3. Obtain the Golden Phurba

BORNEO DIG SITE

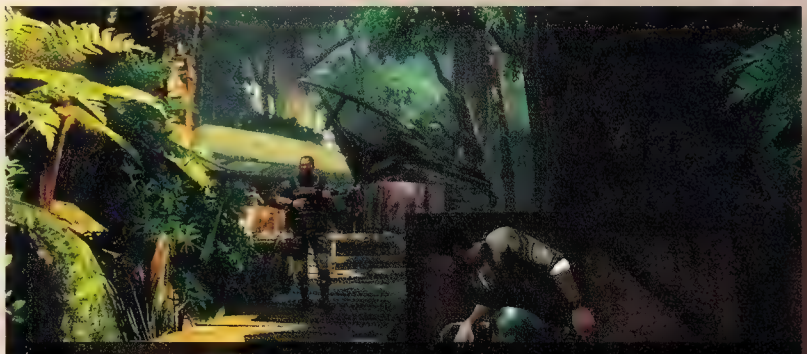
1 GRAB THE JOURNAL

Nate and Sully duck behind cover as soon as they reach the main camp. Scanning the grounds, Nate can spot Lazarevic, Flynn, Chloe, and a camp full of soldiers. Lazarevic is not happy about their progress at the dig sites and Flynn is on the receiving end of his frustrated tirade. It's clear that this man is not to be crossed. Nate gives Sully the green light to detonate the explosives. It works. Lazarevic and company sprint out toward the blast location.

EVENING THE ODDS

Just because Lazarevic has left the roost doesn't mean Nate and Sully can stroll into the camp. Lazarevic has left a few guards behind to watch over the camp while they're gone.

However, there are a number of ways for Nate to enter the site, just as long as he aims for Lazarevic's tent. He can run in guns blazing, but if Nate is careful, he can reach Lazarevic's tent without firing a shot.



Sully, with sniper rifle in hand, takes up position on the elevated ground near the camp entrance. Three soldiers are lined up on the boarded walkway in front of Nate; two light soldiers and one standard soldier. Wait for the standard soldier to walk off to the right and the nearest enemy to either have his back to Nate or stop right next to him. Press △ to reach around the cover, performing a stealth kill and pick up the dropped AK-47.

Move up to the metal storage box. The next enemy is stationed just on the other side of the cover. Pick up any additional AK-47 ammo and the .45 Defender. Once Nate's ready, press ○ once again to reach over the cover, performing a second stealth attack on the unsuspecting foe.

METAL STORAGE BOXES

COVER

Metal storage boxes come in two sizes: compact and large. The large boxes are extremely similar to wood crates. They are roughly the same length and height and therefore offer about the same amount of protection. The compact boxes are the same size as standard wood boxes.

To the right, Nate can see the wandering standard soldier heading for the front entrance of Lazarevic's tent. Keep to the left and move along the provided cover until Nate has reached the outskirts of the main tent. Enter from the side and perform a stealth kill on the stationary enemy at the entrance.

HEADS UP!

Stealth Bonus

Sometimes when Nate performs a stealth kill on an enemy they drop weapons that they normally wouldn't. For example, the standard soldier drops a Micro-9mm instead of an AK-47. The Micro isn't usually found until the next chapter. Being a sneak can pay off in the end.

MICRO-9MM

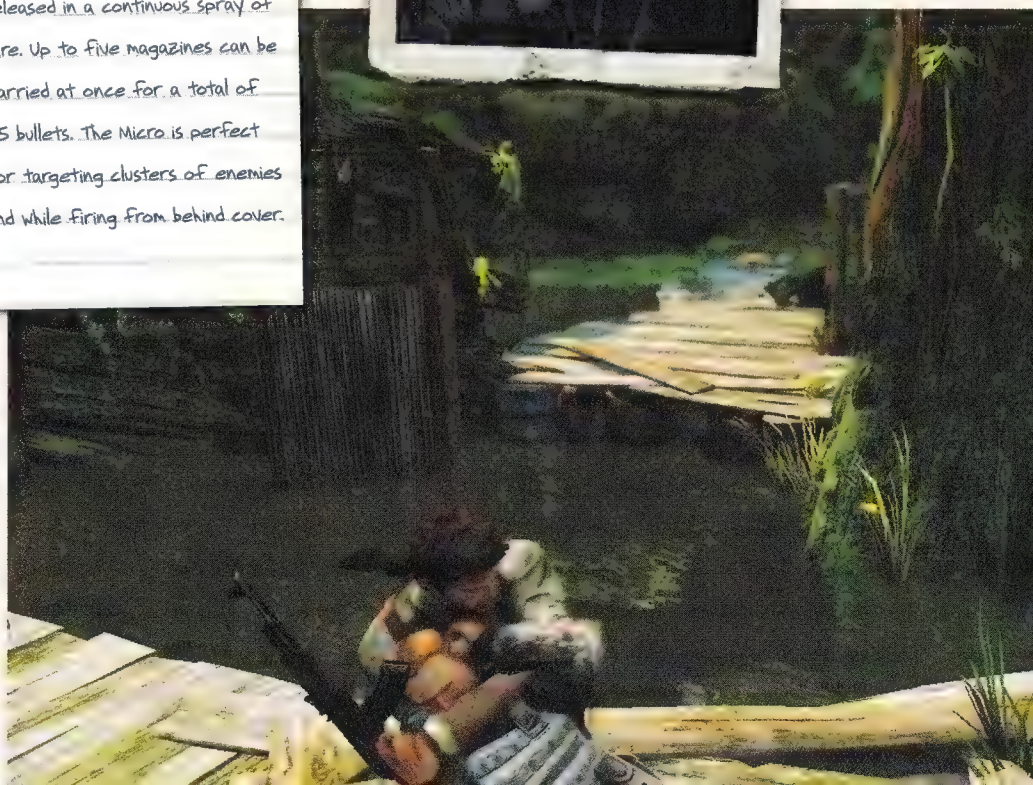
Rapid fire is the name of the game for the Micro-9mm submachine gun. The magazine contains 25 rounds, which can be released in a continuous spray of fire. Up to five magazines can be carried at once for a total of 125 bullets. The Micro is perfect for targeting clusters of enemies and while firing from behind cover.

Finally, approach the lone soldier on the other side of the camp and execute one last stealth kill to clear the camp. It's time to retrieve the journal.

HEADS UP!

Death from Above

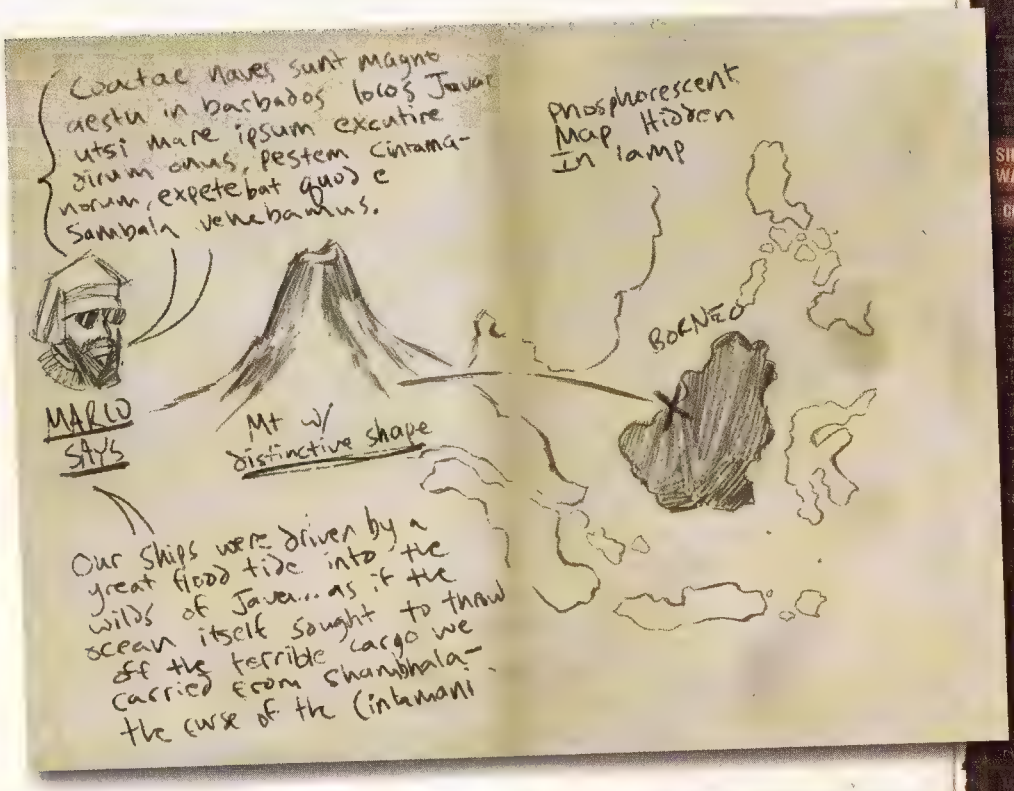
Although Nate is a pretty tough guy, if he takes a more direct approach with his enemy confrontations, he's going to need a little help. That's where Sully comes in. From his elevated position he is able to pick off soldiers with his sniper rifle. Sully may be getting on in years, but he's nothing but sharp eyes and steady hands when the pressure's on.



TO HIGHER GROUND

Lazarevic has a treasure trove of historical documents. Everything there is to know on every expedition to Shambhala since the 1600s, not to mention Polo's own account, can be found in his tent.

As Nate scans the journal pages, he notices something big. Polo never removed the Cintamani Stone from Shambhala. The Stone isn't in Borneo. So what is the deadly cargo that the fleet was carrying? The only way to find out is to search the crew's remains. Problem is no one on Lazarevic's crew has even seen a single body. They must be looking in the wrong place. The crew probably escaped from the ships during the tsunami and ran to higher ground. The nearby mountain must be their resting place!


Coactae naves sunt magno aestu in barbados locos Javae utsi mare ipsum excutire dirum cunus, pestem Cintamanorum, expetebat quod e Sambala vehebamus.
Phosphorescent Map Hidden in lamp
BORNEO
MARLO SAYS
Mt w/ distinctive shape
Our ships were driven by a great flood tide into the wilds of Javea... as if the ocean itself sought to throw off the terrible cargo we carried from Shambhala— the curse of the Cintamani

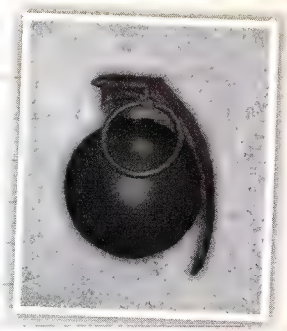
REACH THE MOUNTAIN TEMPLE 2

UNWELCOME GUEST

As Nate mulls over this latest development, soldiers begin returning to the main camp. Discovering the dead sentries the soldiers go on alert and begin to fan out. Nate grabs the journal pages and quickly takes cover by the window, near a couple of crates of Mk-NDI grenades.

MK-NDI

The grenade of choice for everyone is the MK-NDI. Its small size makes it easy to throw long distances and Nate is able to clip four on his belt at one time. This fragmentation grenade disperses shrapnel upon exploding and has a kill radius of about five meters. Anyone near the blast zone is either wounded or jarred.



HEADS UP!

Fast Ball

Instead of lobbing his grenade into a general area, Nate can take careful aim and let the frag fly at a specific target. This "aim-throw" is similar to pitching a baseball. To perform an aim-throw, start by holding **L1** to line up the shot. Once Nate has his target, tap **L2** to throw the grenade.

Aim-throw a grenade at the two soldiers on the left. If they don't go down with the explosion, finish them off with the AK-47. Keep the grenades and bullets flying as Sully picks off any stray soldiers with his sniper rifle.

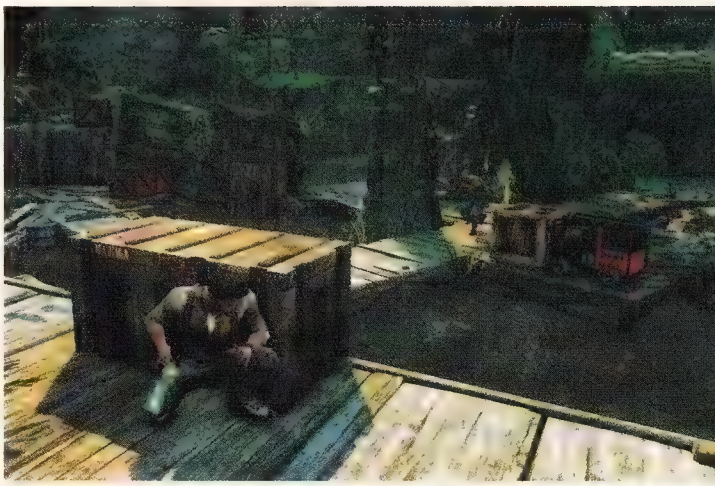
HEADS UP!

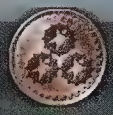
Never-Ending Grenades

The crates of grenades to Nate's right provide a limitless supply of frag grenades. However, it does take about a full minute and a half for each crate to respawn. Whenever they are available, take advantage of the boxes while Nate can. Once he leaves the camp, there's no telling when he may run into such a steady supply of Mk-NDIs again.

As the second wave drops from the left, make sure Nate has a full supply of grenades. Feel free to move up to the metal storage boxes outside the tent to get a step closer to the incoming soldiers. Throw the grenades at the clusters of enemies and finish any stragglers with either Nate's pistol or assault rifle.

Before he can even take a breath, the third wave enters from the lower left. Continue the fight until the squad is defeated. Don't relax yet; wave number four is rushing in from the right.





Triple Dyno-Might!

As the enemies move up toward Nate, wait for three of them to gather around the red generator. Once they are in range, set the machine ablaze, removing all three at once to earn the Triple Dyno-Might! Medal, $10,000, and a Bronze Trophy.

HEADS UP!

Run For Cover

When in doubt, retreat. Lazarevic's tent is the perfect defensive base. It's far from where enemies enter, so Nate doesn't have to worry as much about being ambushed. It's also loaded with grenades, and it has more than enough windows from which Nate can sweep blind, automatic fire. All in all, it's a pretty sweet pad, but don't forget to watch those flanks.

The metal storage boxes on the right provide the best position from which to tackle the fourth wave. Unload a few Mk-NDIs and work with Sully to stop any strays from getting too close to the tent.

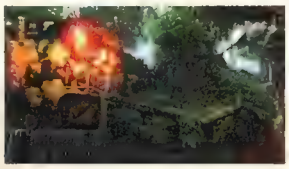
The fifth and sixth waves enter almost simultaneously, one from the upper left and the other from the upper right. Both of the squads move in on Sully's position. Don't let them overwhelm Nate's old friend. Use a combination of grenades and pistol fire to remove the soldiers. As Nate terminates the two squads, a seventh, much larger wave enters. This just keeps getting better and better.

SHOTGUN!

FAIL

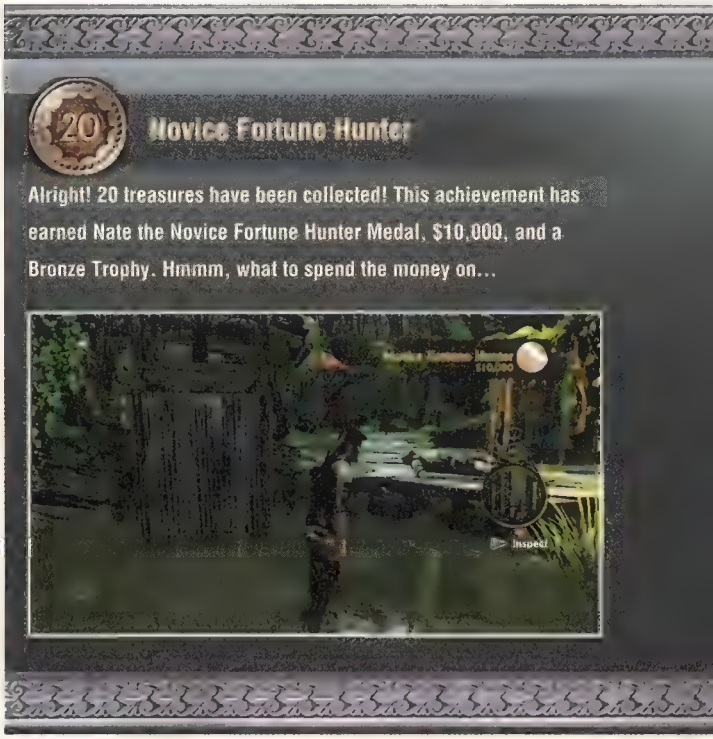
As wave after wave of Lazarevic's trained private army enter the camp, Nate might start itching to rush the enemies as soon as he spots them. Don't scratch that itch. He might be able to handle the first couple waves with Sully's excellent sniping, but once the enemies start including shotgun wielders and begin entering more rapidly, the adventurer becomes easily overwhelmed. Purposely closing the distance on a shotgun-toting enemy is not the best idea, especially when Nate has a decent assault rifle and an unlimited supply of grenades to work with.

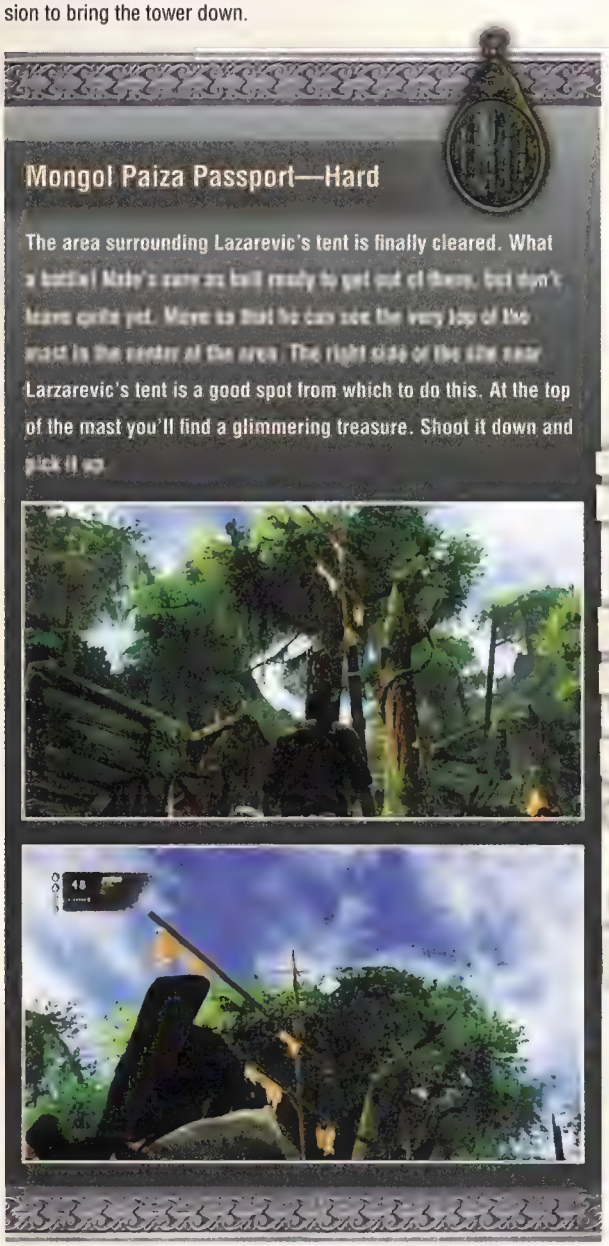
LOOK OUT!

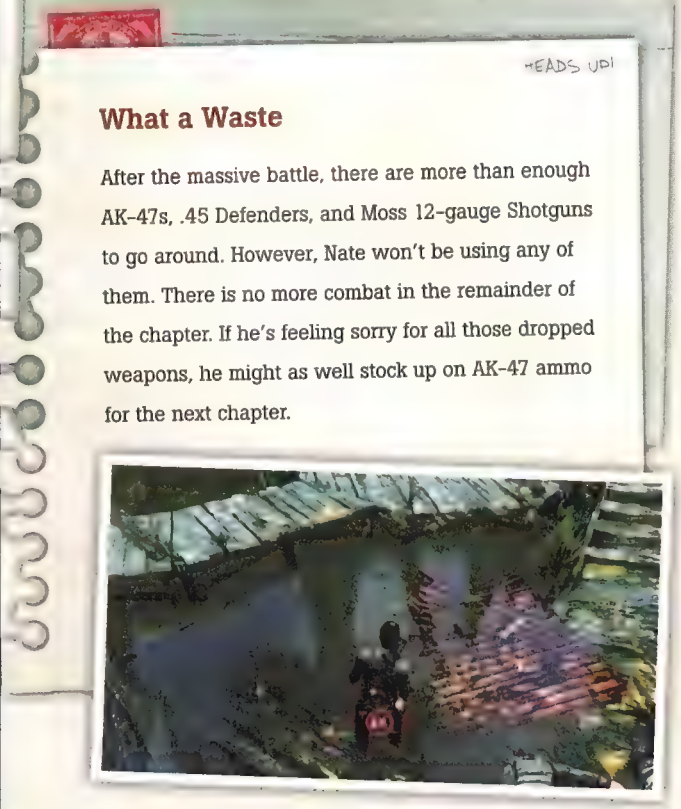


The wooden lookout tower on the left opens up after Nate and Sully thin out the final wave of enemies. Sully finds himself pinned by the tower's relentless machine gun and a soldier armed with an AK-47 targets Nate as well. He must take down the enemies in the tower if he hopes to leave the camp alive.

The solution? A grenade! Get as close to the tower as Nate dares and lob an Mk-NDI through the open window. It just takes one explosion to bring the tower down.


20
Novice Fortune Hunter
Alright! 20 treasures have been collected! This achievement has earned Nate the Novice Fortune Hunter Medal, $10,000, and a Bronze Trophy. Hmmm, what to spend the money on...


Mongol Paiza Passport—Hard
The area surrounding Lazarevic's tent is finally cleared. What a battle! Nate's sure as hell ready to get out of there, but don't leave quite yet. Move so that he can see the very top of the mast in the center of the area. The right side of the site near Larzarevic's tent is a good spot from which to do this. At the top of the mast you'll find a glimmering treasure. Shoot it down and pick it up.

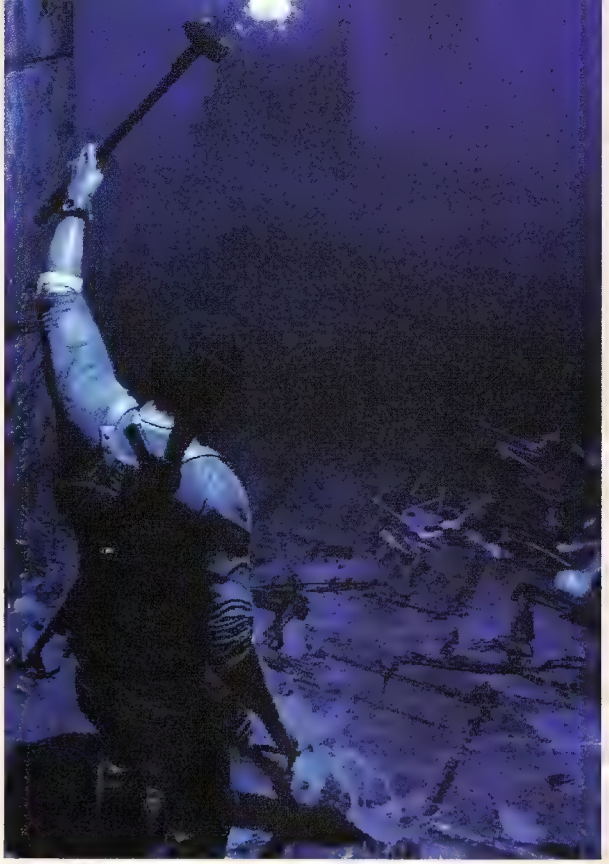

What a Waste
After the massive battle, there are more than enough AK-47s, .45 Defenders, and Moss 12-gauge Shotguns to go around. However, Nate won't be using any of them. There is no more combat in the remainder of the chapter. If he's feeling sorry for all those dropped weapons, he might as well stock up on AK-47 ammo for the next chapter.

Walk across the fallen tower to reunite with Sully. Drop to the lower path and follow the steep steps to the scattered remains of an ancient temple. Chloe appears just as Nate and Sully are surveying the temple's entrance. Time to do a little ruins exploration.

OBTAIN THE GOLDEN PHURBA 3

GOT A LIGHT?

Enter the temple and drop to the lower level through the hole on the left. Inside, the team lands next to a support pillar. Straight out into the darkness there's a statue head covered in vines. Nate can find a proper light to the right, just inside a cask-filled storage room. Head for the barrels holding an unlit torch and a glittering piece of resin. With a little help from Sully the three can now properly see their surroundings.



The eerie blue light emitting from the torch has a peculiar property. Stained blood on the floor below begins to glow against the light. Exit out of the storage room and continue to follow the iridescent trail straight to a passageway blocked by a pile of rubble.

Push aside the rubble to expose a hidden corridor lined with the remains of Marco Polo's men. Against the back wall is one skeleton of particular importance. It is holding a golden ritual dagger, or phurba.

Nate examines the object and wonders aloud if the golden phurba is the golden passport mentioned by Marco Polo, the passport that would lead the wielder to Shambhala.

Along with the dagger rests a map of a region in Nepal. One of the temples on the map holds the secret path to Shambhala, a path that is only revealed to the person holding the golden passport. Hmmm, looks like Nate's heading to Nepal.

Jade Belt Slide—Medium

A stone, carved passageway is to the left of the statue head with statues sitting to either side of the opening. A treasure is twinkling on the wrist of the right statue, but it's out of reach. Draw Nate's pistol and shoot the treasure down. All that's left is to pick it up and add it to his collection.

Phurba

Often made from stone, bone, or iron, the phurba dagger of Tibetan Buddhism is most easily recognizable by its triple-sided blade. Used in rituals to drive off unwanted spirits, the phurba acts much like a stake, pinning down and immobilizing demonic spirits, and at times killing them in hopes that they reincarnate in a better place.

Each component of the phurba signifies its own meaning. The blade of the dagger represents method, with each of the three sides representing the three-spirit worlds, the point bringing all three together to form the harmonious world axis. The triple-bladed design is also meant to simultaneously transform the three root poisons of the world into positive energies. These poisons are ignorance, greed, and aggression, enemies to the Buddhist that can require an entire lifetime to overcome in the pursuit of enlightenment. The blade is often viewed as indestructible and alight with a fire to burn through all hatred.

The handle of the phurba signifies wisdom and is often fashioned as a bulbous eight-sided shaft with symmetrical knots at either end. There are various interpretations for the presence of these knots, from the belief that Nirvana is enclosed within, to the belief that different sections of the knots contain the heavens of several gods, ranging from desire to form, and from formlessness to the realm of Buddhas.

The top of the handle often displays the three wrathful deities of Yamantaka, Amrita Kundalin, and Hayagriva, the three of whom have been invoked to dwell within. Yamantaka, the white colored face, symbolizes the body and the destruction of hatred. Amrita, the blue colored face, symbolizes the mind and the destruction of delusion. Hayagriva, the red colored face, symbolizes speech and the destruction of greed.

In many illustrations, the phurba dagger is represented in simple form, due to its small size. However, in its full three-dimensional form, this tiny blade is most often inscribed with many symbolisms to Buddhism and its concentration on the purging of evil.

Yuan Dynasty Helmet—Medium

Use T and the skeleton blind room yet. There is a treasure Hala needs to snag. Look up at the ceiling to find a glowing treasure. Move under the object and shoot it free.

RUN FOR IT

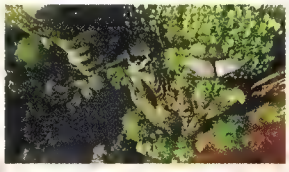
Retrace the party's steps to the entrance of the underground temple. Follow Chloe up the broken pillar and to the temple exit. She goes on ahead as Nate helps Sully up to the exit, but Chloe isn't gone for long. When she returns, Flynn is with her. She grabs the map from Nate, but doesn't say anything about the dagger. Flynn gives the order to bring the two prisoners to Lazarevic.

Once they're outside, Chloe makes her move, freeing Nate and Sully—at least momentarily. She hands back the map and gives a kiss goodbye. See you in Nepal.

There's no turning back now. As Lazarevic's men begin to close in Sully and Nate have no other option than to make a break for it. Sully pulls ahead as a standard soldier drops in front of Nate. Fight him off and continue onward.

Before Nate can make the jump across the last gap, the ground beneath his feet collapses. He drops to the handhold on the neighboring cliff face. Navigate along the rocks to the far left and then follow the handholds up to solid footing. Meet back up with Sully and keep going.

Their path comes to a sudden end and there's nowhere left to go but into the choppy waters below. It's all too much for Sully. He's too old for all this. When Nate leaves for Nepal, he's not going with him. Flynn catches up to the runaways but just before he reaches them, they leap into the water. So long Sully, it was fun.



Chapter 5:

URBAN WARFARE

Saying Lazarevic has a bit of a head start in looking for Marco Polo's temple is an understatement. He's been able to use the chaos of the region's civil war, which he helped start, to cover any destruction caused by ravaging the city's temples. Nate's heading into the city now, but Lazarevic's men aren't just going to let him waltz right in.

OBJECTIVES

1 Find Chloe

2 Head for Hotel Shangri-la

THE CITY

1 FIND CHLOE

Nate tries in vain to fight off the enemy vehicle hot on his tail. He has the golden phurba, but remains clueless as to how it works as the passport to Shambhala. There's time to figure that out later. Right now, Nate must find a way to ditch his dogged pursuers and meet up with Chloe.

His escape attempt continues into the city. Tumbling out of his car and running for his life isn't exactly how Nate would have liked to make his entrance, but at least he's in.

CAN YOU SAY, "RUN?"

Running and gunning is all in a day's work for an adventurer like Nate. Running away from a speeding truck as it closes in to just ten feet is one of those things that keeps Nate on his toes. Keep a heavy finger on the trigger and sprint forward. The vehicle eventually succumbs to the damage and goes down in a heap of flames soon enough.

HEADS UP!

Basic Multitasking

Running and gunning is as easy as walking and chewing gum, but seeing as this is Nate's first major use of the technique, it couldn't hurt to review the basics.

Step 1: Use the right stick to run.

Step 2: Hold down **R1** to shoot into the midde of the screen.

There you go. That's it for Adventurer 101 today, kid.

BOOM BUS

Free from the truck, Nate finally has time to take in the city and check out his map. He must meet with Chloe at the old market place. Luckily that's not too far from his current position, but that doesn't mean Lazarevic's men won't fight him every inch of the way. Nate immediately hears them securing the street. That's his cue to head for cover.

Remain hidden as a runaway bus, controlled by some resistance fighters, slams through the squad, taking out a soldier. One down.

As Lazarevic's men focus on their unexpected attacker, rush up to take cover. The oven and stovetop is directly behind the soldiers, making it one of the more obvious options. Nate should be able to reach the unit before any enemies notice him. Pick off all three and collect their dropped ammo before continuing down the street.

COVER

OVEN AND STOVETOP

The oven and stovetop combo may be great for cooking, but the same cannot be said about its use as cover. There are two sections to the household appliance that can be utilized if the unit is on its side, the oven and the stovetop. Nate can take cover behind either section, but cannot move freely between the two. That being said, make the most of the unit and take cover on the stovetop side. There, Nate is secured not only from the front, but the right side as well, thanks to the oven. Overall, the oven and stovetop get the job done, but Nate's position is vulnerable to flanking and he suffers from a lack of mobility.

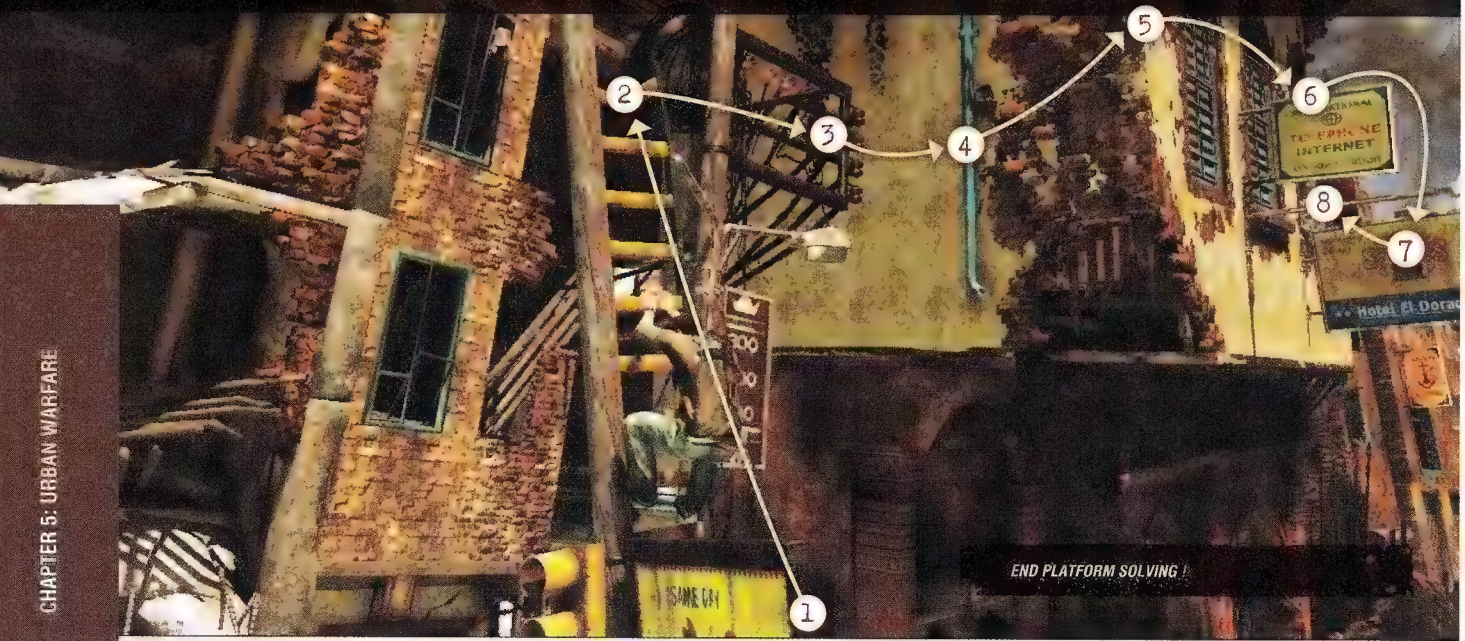
As Nate attempts to bypass the overturned bus, it suddenly explodes, blowing him backward. The blast takes down part of the neighboring building, blocking what remained of the road. It's time to find a detour.

BEGIN PLATFORM SOLVING 1

THE HARD WAY

Return to the site of the previous firefight and glance right to spot a green electrical box, streetlight, and telephone pole. This is Nate's ticket out. Climb up and over onto the metal beams. From here, Nate can leap out onto the building wall on the right.

Move over the exposed brick, coming around to the front of the building. Jump to the hanging sign and vault over it before leaping out to the next one. As the sign begins to unhinge under the weight of Nate's body, quickly head for the window ledge on the right.



END PLATFORM SOLVING 1

Up and Over

HEADS UP!

Looks like Nate has been training since his last adventure. Climbing up and over signs used to be too much to handle, and now he's climbing over everything, the little monkey. Just press ⊗ to vault over to the other side of a sign. Easy, huh?

Heavy Load

HEADS UP!

Some signs hold up better than others under the strain of Nate's weight. If a sign starts to go, Nate should be moving along. Sticking to a damaged sign for too long is a guaranteed meeting with the pavement—a meeting Nate might not survive. So do him a favor and get a move on.

Climb through the window into a small room and then exit out the opening on the right. Leap to the streetlight and swing over and into the open room ahead. Nate's weight is too much for the already stressed flooring and the tiles beneath his feet give way. Luckily, he reaches out and grabs a ledge in the nick of time, saving him from a harsh fall.

Drop to the ground floor and climb the box in the back left corner of the room. Hop up, grab the bookcase behind the box, and lean back to reach for the broken walkway. Make the jump and climb the stairs to reach the building's top floor. Jump onto the table and then continue onto the tumbled bookcases ahead to reach the open air.

A helicopter flies into view, a little too close for comfort, and Nate remains crouched out of sight. The helicopter moves on, but one of Lazarevic's men is still standing watch on the neighboring building's balcony. Nate can remove the threat with a single hit if he lines up his pistol properly. The soldier is also an easy target for a stealth kill.

Jump over to the cleared balcony, pick up the FAL dropped by the downed soldier, and proceed out onto the hanging signs. Nate can reach the Telephone and Internet Communications sign. Once there, drop one sign down and vault over so he can reach the air conditioner and window fans. Climb over to the streetlight and then swing onto the sheet metal below.

HEADS UP!

Dead Hang

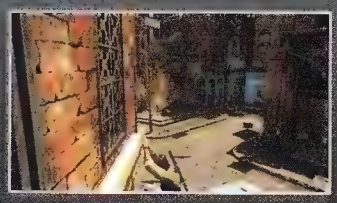
Nate is quite agile and can find his way over or through some tight spots. However, if he finds himself without a foundation against which to brace his feet, then he can't get the leverage to vault over. This can easily happen when he's hanging from a suspended sign. Keep this in mind when planning a path through an area.

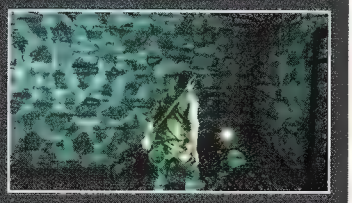
FAL

The FAL is a semi-automatic assault rifle that fires in three-shot bursts. The gun's reflex scope (press R3 to zoom) allows for more precise targeting and its high accuracy is excellent for long-range combat.

Strange Relic—Very Hard

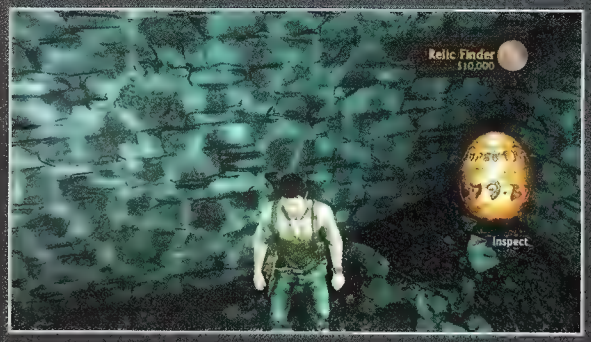
Drop from the sheet metal awning to the ground. Dash for the discarded rickshaws down the ally on the right. An open sewer entrance is hidden among the rickshaws. Hop down and grab the treasure in the back of the tunnel.



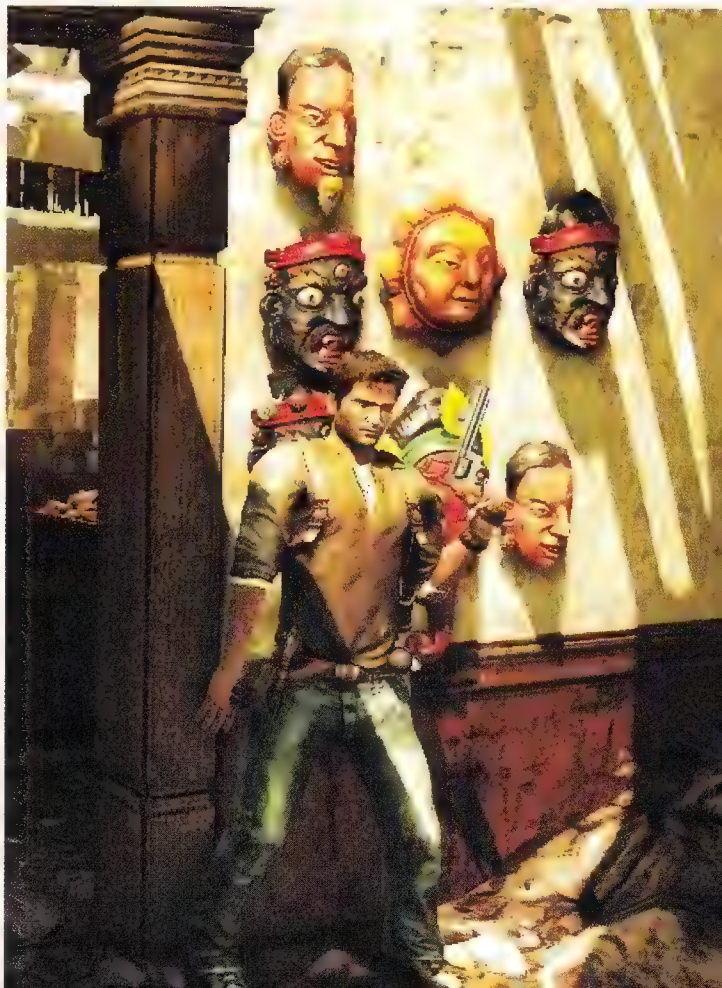


Relic Finder

With the Strange Relic treasure Nate has earned the Relic Finder Medal, $10,000, and a Bronze Trophy. Congrats!



Walk onto the narrow wooden beam and into the building on the other end. A Wes-44 is on the room's desk. Pick it up; Nate's going to need it. Drop to the ground floor and quickly take cover against the doorway in front of Nate. Confirm that his guns are in order because it's time to fight.



HEADS UP!

Through the Backdoor

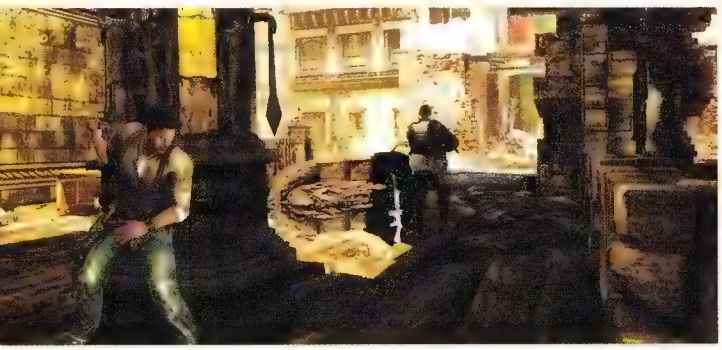
There's more than one way to approach the upcoming fight. Nate can run in, guns blazing like an idiot, and increase his chances of getting killed, or he can be smart about it and be stealthy. Now, there are two ways to approach this situation. He can sneak in from his current location, or he can enter from the side alley.

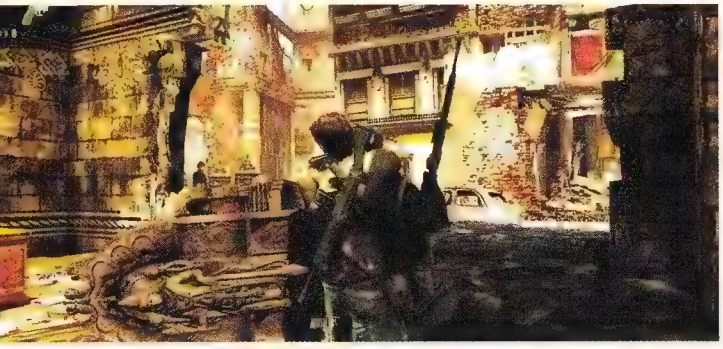
If Nate chooses the latter, then the decision must be made before entering the building. Once inside the building, Nate can't backtrack. At any point before entering the building, he can drop to the ground and head for the side alley. Keep in mind that if he follows this route, he cannot retrieve the Wes-44. There's an opening at the end of the alley leading directly to the first target. Stealthily kill the soldier and Nate's in.

ONE VERSUS MANY

Nate's been lucky so far, but Lazarevic's men in the firefight ahead are trained and numerous; he should have a plan if he wants to survive. Sure he's a "wing it" sort of guy, but just running in and firing is going to get him killed—quickly. Whether Nate is entering from the room's entrance or the side alley, the first step is to execute a stealth kill on the first soldier and pick up his dropped grenade.

Move from cover to cover until Nate is on the left side of the room and in position to prepare another stealth kill. Quietly approach the enemy just ahead and strike. Immediately retreat to cover; the fallen statue to the left is a good choice. From there, Nate can reach the FAL and a grenade dropped by the fallen enemy.





COVER

SMALL STATUES

Small fallen statues offer only the most basic cover. In both height and width, they receive a poor rating. Although longer than a standard box cover, the statues still provide an extremely limited range of movement. They are easily flanked and almost always appear in an open area. It may often be quite a distance to the next piece of cover. However, they provide an opportunity for blindfire over the top and around both sides.

Hide until the standard soldier reaches the two light soldiers standing guard under the small broken building across the street. Toss a grenade into the group and eliminate the three men at once.

As soon as the firing begins, the other three enemies in the area go on alert. Targeting the standard soldier on the roof of the broken building clears the area, allowing for excellent cover.

The view from the building's doorway looks out at the remaining enemies. There are likely going to be quite a few, including the light soldier equipped with a Micro-9mm. Once the shotgun soldier enters from the right, take them both out. Quickly retrieve the fallen Moss 12-gauge Shotgun if you'd like. For the remainder of the fight, there is plenty of cover from which to choose.

One of the light soldiers is carrying a new defensive item: the Riot Shield. The shield's thick steel mitigates every frontal assault short of a grenade, but the user's backside is wide open. Lucky for Nate, he just so happens to have a grenade left over from his second stealth kill.

MICRO-9MM SOLDIERS

These soldiers come in both Light and Standard varieties. They only use the Micro-9mm auto pistol. You can pick them out of a crowd by the orange knit hats that they wear. They can thrash you with a high volume of bullets in a short period of time, making them fairly deadly.

Riot Shield Beatdown

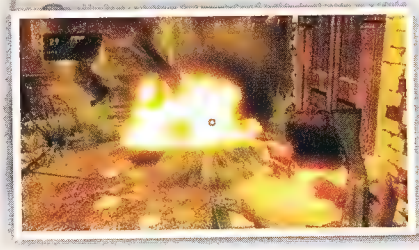
HEADS UP!

Soldiers armed with the Riot Shield are notoriously hard to damage. If they take enough of a beating, they may cower and attempt to recover while in a "downed" state. This is Nate's opportunity. Charge him and press ◻ to vault over the shield and perform a neck-break kill. Although this is an option, the best tactics against soldiers behind Riot Shields are grenades and flanking to their backs.

HEADS UP!

Explosive Effect

Just beyond the wood box along the right wall lies a small propane tank. The tank is like a sitting landmine; it only takes one shot to set it off. Use the tank to clear out that section of the fight. It's a little thing, but it gives off a big boom.



RIOT SHIELD

The Riot Shield is a defensive item that is large enough to cover the entire body while the user is crouched. The shield is not impenetrable, but comes close. It holds up against standard rifle and pistol fire, but buckles under steady turret fire or a close-range shotgun blast. Due to the weight of the shield, its user's movements are restricted to a slow walk. The Riot Shield can only be used with a pistol and must be dropped when switching to a long gun.

Shield Attacker

Now that Nate has the Riot Shield he can get to work on earning the Shield Attacker Medal. He may not be able to down all ten enemies required for the medal, but he can at least get a majority of the necessary shield kills in this fight. Once he does earn the Medal, that's another $10,000 for his wallet. Ka-ching!

Picking up the Riot Shield adds extra defense against the firepower pouring from both sides of the street. The majority is coming from the open room to the right, lined with washing machines. Clearing this room first is the quickest route to securing the area.

Pick off as many enemies as possible and before Nate knows it, a truck speeds in, skidding to a halt. More of Lazarevic's men empty out of the truck bed and a mounted turret immediately unleashes a barrage of fire.

WEAPONRY RECOMMENDATION

Little Out of Hand

If things get a little wild, don't forget about Nate's long gun. There are some pretty powerful guns about, including the Moss 12-gauge, more than a few FALs, several dropped Micro-9mms, and at least one Wes-44. When in doubt, go with the Moss/Micro combo. The shotgun is perfect for dishing out one-shot kills while scrambling around during those SNAFU moments, and the Micro is *the* weapon for blindfire.

If Nate has the Riot Shield, the steady stream of turret fire is powerful enough to rip it from his grip. To prevent any excessive damage, double his cover. The crumbling remains of the brick wall or the lines of washing machines can be used as solid cover against the firepower. When moving out into the open for a better shot, or when moving between areas of cover, the Riot Shield or a dodge roll is enough to keep Nate safe.

HEADS UP!

Light on his Feet

Nate's a nimble one. He definitely exploits the benefits of all that climbing, jumping, diving, and what not. Carrying around a heavy shield and walking at a snail's pace is definitely something new and may take you out of your comfort zone. The shield has plenty of defensive benefits. You may not be ready to employ this tactic and may elect to ditch the shield and stick to basic cover. The choice is always yours.

COVER

WASHING MACHINES

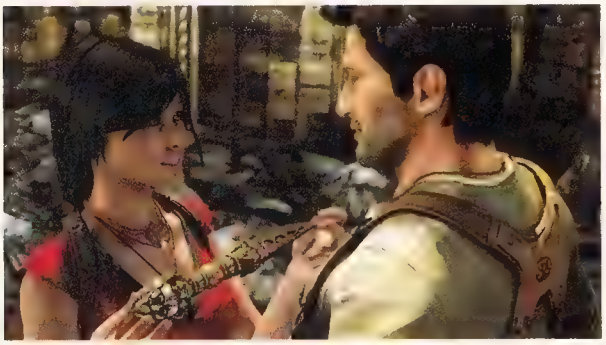
Out of all the household items used as cover, washing machines have the most potential. When found individually, they are just about as effective as a standard box. They get the job done, but if Nate is facing several enemies at once, a single machine is all too easy to flank. However, when found grouped together, washing machines serve as some of the best cover in the city. Nate can sneak along the connecting machines, targeting loads of enemies at once without switching cover. Plus they are non-destructible and easy to leap over.

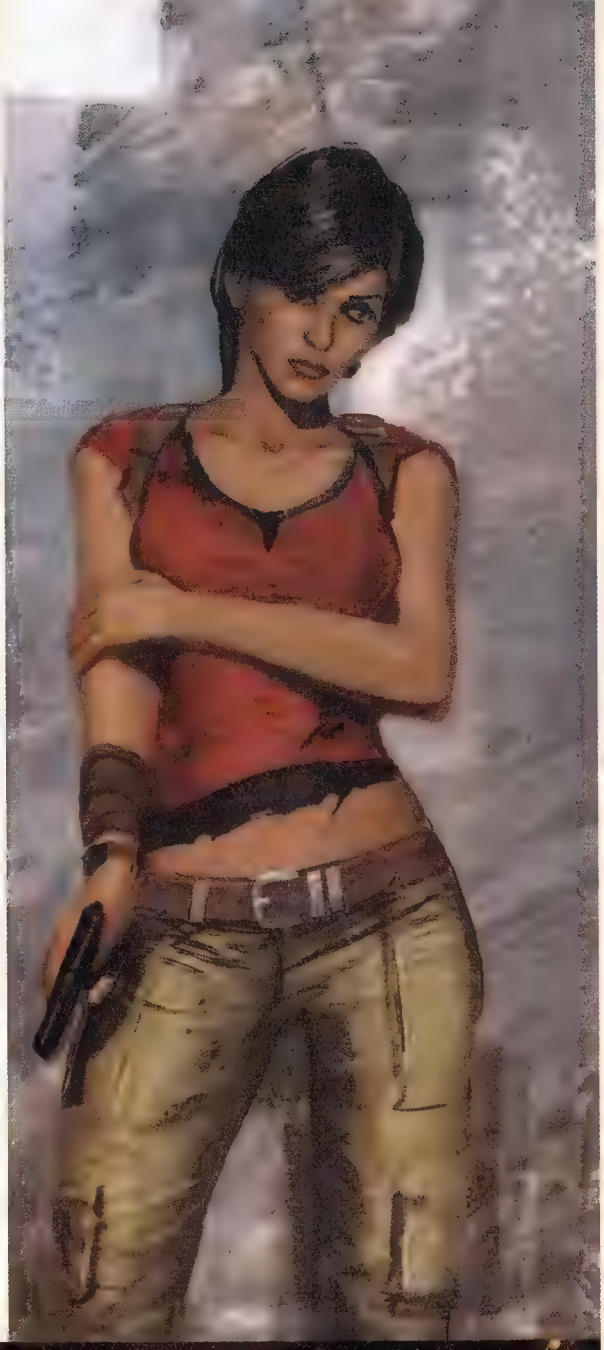
SAVED

Just when things seem like they are reaching critical mass, a rocket whistles through the air and slams into the truck, blasting all remaining foes sky high. And just whom does Nate have to thank for saving his butt? Chloe. Now that's fortuitous.

HEAD FOR HOTEL SHANGRI-LA 2

Nate's happy to see the tall, dark, and gorgeous woman, who immediately reaches for his recently acquired ancient Tibetan ritual dagger. The golden phurba is their key to Shambhala, the key about which Marco Polo wrote. They must locate the one temple in the city that is marked with the same emblem inscribed on the dagger. It sounds easy enough to Nate, until Chloe reminds him of the hundreds of temples within the city limits. If only they could find some place with a view of the entire city… Hotel Shangri-la is the city's tallest building and the best chance they have at getting a solid view of the entire city. It's a bit of a hike to get there, but the view should be well worth it.



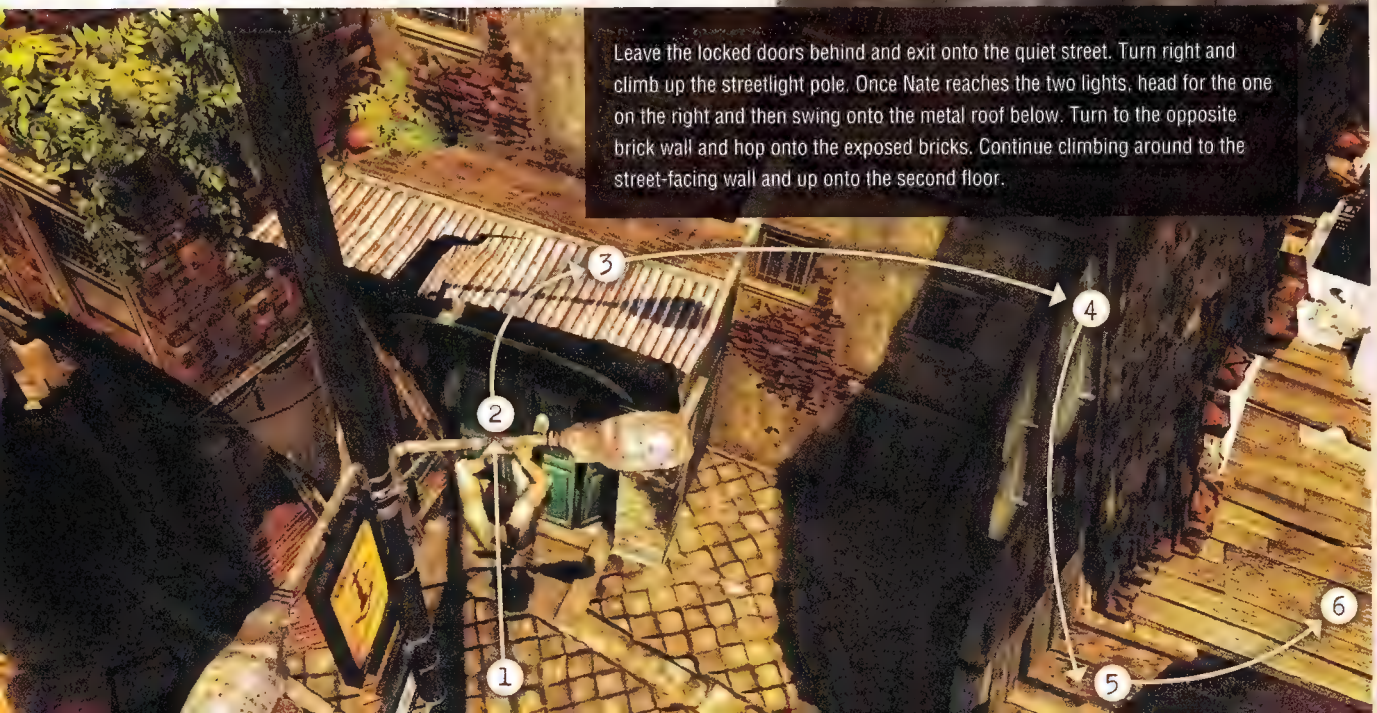


A WAY AROUND

Chloe sets off to lead Nate to the hotel. Unfortunately, the path is blocked by a set of locked doors. It's time to put Nate's climbing skills to good use.

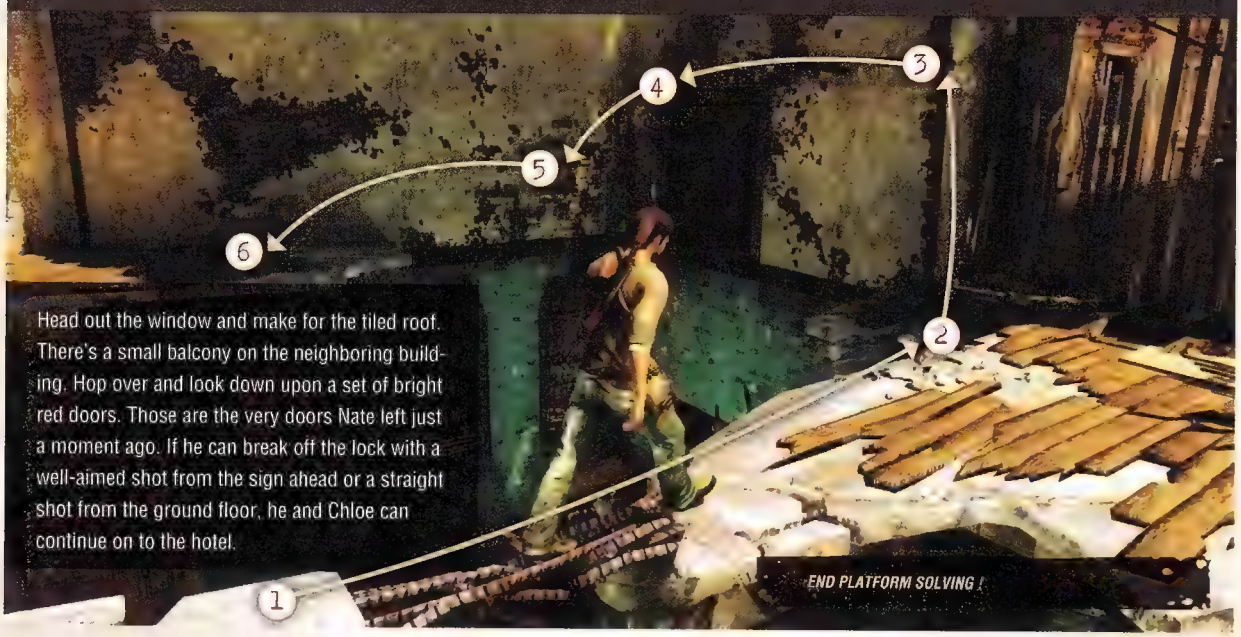
BEGIN PLATFORM SOLVING 2

Leave the locked doors behind and exit onto the quiet street. Turn right and climb up the streetlight pole. Once Nate reaches the two lights, head for the one on the right and then swing onto the metal roof below. Turn to the opposite brick wall and hop onto the exposed bricks. Continue climbing around to the street-facing wall and up onto the second floor.



Nate can now spot the hotel off in the distance. It's not too far, but it will still require a bit of travel. Walk across the narrow metal framing to the other side of the dilapidated floor and then turn to swing on the thin iron beam overhead.

Continue on the beams until Nate reaches the far wall. Climb along the exposed bricks and proceed to the left. Leap out to the small section of intact flooring on the left and climb onto solid ground.



Head out the window and make for the tiled roof. There's a small balcony on the neighboring building. Hop over and look down upon a set of bright red doors. Those are the very doors Nate left just a moment ago. If he can break off the lock with a well-aimed shot from the sign ahead or a straight shot from the ground floor, he and Chloe can continue on to the hotel.

Jump onto the Hotel El Dorado sign and hold on tight as it partially rips from the wall. It can hold Nate for now. As he's hanging around, four of Lazarevic's men enter the courtyard below. Wait for them to all gather near the door before making any movement. Once they've gathered, pop up and aim a shot at the small propane tank just to the left of the door. Boom! Two down.

Don't delay too long. If Nate sits on the sign and remains unnoticed for too long, soldiers bust down the door and start shooting at Chloe! Pick your moment and make your move sooner rather than later.

SURROUNDED

Sure, Nate could just drop down from the sign and get up close and personal with Lazarevic's men. Nate's a renegade sometimes, but landing out in the open in a four-on-one situation, which quickly becomes six-on-one, would be considered reckless even for him. So, stick to the sign.

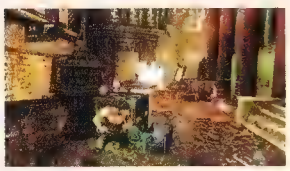
COVER

SIGNS

Signs are not the most protective forms of cover. Once enemies target Nate's location, they move to flank him. However, enemies do not often expect Nate to attack from behind signs and are usually susceptible to sudden attacks launched from these positions. Signs should be used for cover when Nate is still undetected. Once he's spotted, the chances of being flanked increase dramatically.

Drop to the ground and take cover. The wood box at the top of the small set of stairs is a good option. Any remaining enemies either take up positions along the right, behind the overturned table and pillars against the wall, or run straight for Nate. Pick them off with Nate's pistol. If he has a .45 Defender equipped, he can make use of the ammo resting on top of the box.

Two more enemies enter the fight from the building up to the left. One is a typically armed light soldier and the other is carrying a Riot Shield. If Nate has a grenade, now would be the perfect time to toss it. Focus on the enemy with the Riot Shield as the main target and lob the explosive through the entrance. If the other enemy survives the blast, he's probably wounded. A few more shots should finish him off.



HEADS UP!

Just as Good

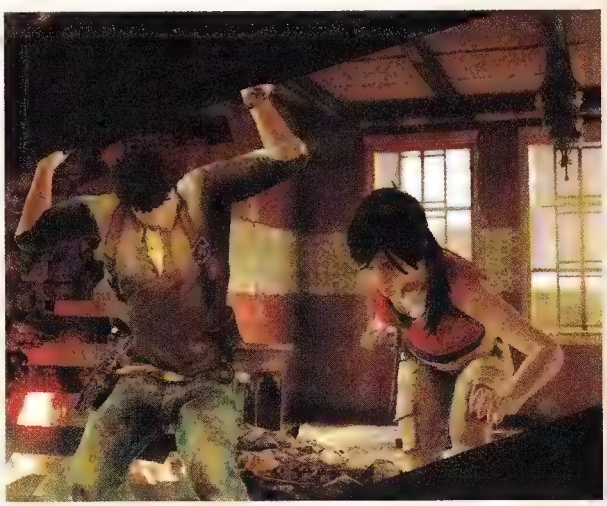
If Nate still has his shotgun from the previous fight, two blasts from it work just as well as one grenade against the soldier behind the Riot Shield.

If Nate does not have a grenade handy then he needs to take advantage of his crafty nature. The soldier carrying the Riot Shield is the biggest problem, so eliminate the other light soldier first to get him out of the way. Nate's long gun forces the shielded soldier to assume a fully defensive stance more quickly than a pistol would. Unload a steady stream of lead until the enemy buckles under the assault. Immediately sprint toward the cowering foe, hop over, and execute a neck-break kill.

Four more enemies are stationed ahead. Two are up in the second and third floors of the torn up building at the far end of the courtyard, while two more are on the fire escape on the building up to the left. If the soldiers' fire is too much for Nate, he can enlist some help from Chloe. Return the set of red doors and shoot off the lock before busting open the doors to free Chloe. The two treasure hunters can now work together to clear the area. When the dust settles, follow Chloe to the fire escape and give her a boost up. She's able to reach the retracted ladder and lower it for Nate.

Climb up the fire escape and into the smoky building. Nate comes across a blockade in the kitchen. Three wooden planks bar the doorway leading to the rest of the apartment. Whip out Nate's pistol and shoot the planks right off the door.

More wood blocks Nate's path in the next room, but the fallen beams are too big to just shoot out of the way. It looks like they require some heavy lifting. Buckle down and hold △ to move the beams out of the way for Chloe and then slip through before letting them crash to the ground.



Out on the porch, Nate and Chloe prepare to move into the next zone. The hotel is just around the corner, but so are Lazarevic's men.

Chapter 6

Nate and Chloe are one step closer to the correct temple, thanks to the golden phurba. All they have to do now is use the hotel vantage point to spot their destination. Sure Lazarevic's got his men all over the city, blocking their every turn, but has something like that ever stopped Nate before?

OBJECTIVES

1 Reach the Top of Hotel Shangri-la

2 Head for the Temple

THE CITY

1 REACH THE TOP OF HOTEL SHANGRI-LA

Outside the apartment building, Nate and Chloe can see the last of a skirmish between Lazarevic's men and the local rebels. The two take positions at the outskirts of the combat zone. Looking at the large squad of mercenaries stationed in front of them, Nate suggests sneaking into the hotel through an alternate route. Chloe suggests just running in with a grenade while Nate removes the RPG soldier.

STAND AND FIGHT

Thanks to Chloe, Nate is about to take on a small army of soldiers. First up, he has to clear out the RPG soldiers on the right. Sneak along the stone walls to reach the truck holding the enemy. When his back is turned, jump up and perform a stealth kill. Grab the RPG–7 and take cover as soon as the soldier falls.

MAP 4
FINISH
Begin Platform Solving
START
MAP 2
FINISH
START
MAP 3
START
FINISH
Weapons with an * beside their name are located on a lower level not shown on this map
LEGEND
RPG SOLDIERS
The RPG soldiers are standard soldiers that exclusively use the RPG-7 rocket launcher. Their face masks distinguish them, but it's the extra RPG rounds on their backs that define them as RPG soldiers.

RPG-7

The RPG-7 is the world's most widely used anti-tank weapon. It's portable, reloadable, and reliable for mid-range attacks. It's pretty much everything anyone could ask for in a rocket-propelled grenade weapon.

Watch Chloe make her appearance, tossing a grenade near the entrance of the shrine. Aim for a cluster of surviving soldiers as they search for their attacker. Take advantage of the RPG's rockets to crush groups of soldiers, but use Nate's pistol to remove as many of the other enemies as possible.

Between gunfire, move to the sandbag barricade and pick up the resting Mk-NDIs and AK-47. Use the assault rifle to finish the few additional soldiers that enter from the shrine. Be warned; one is carrying a Riot Shield and at least two carry shotguns. When the courtyard is cleared, gather as much AK-47 ammo as possible. It's littered everywhere.

COVER

SANDBAG BARRIERS

Sandbag barriers provide excellent cover. Their curved ends help shield Nate from a wider range of enemy fire than standard rectangular cover. Sandbag barriers are fairly uncommon and not often used, but when they are available they should be chosen over any nearby wood boxes or household items.

Quad Dyno-Might!

All the attacking soldiers hop out of the truck at the same time, landing in a cluster. Tossing one grenade into the group drops at least four. This explosive feat earns Nate the Quad Dyno-Might! Medal, $10,000, and a Bronze Trophy.

A truck carrying six enemies skids to a halt on the right side of the courtyard. Five soldiers exit while one stays to man the mounted turret. Move from cover to cover and wipe out each soldier with either Nate's AK-47 or 92FS.

THE GOOD, THE BAD, AND THE UGLY

There are more types of cover down the right side of the courtyard than Nate can shake a stick at. The concrete slab is a great form of cover for this combat area. Not only is it in a good position to target all the incoming enemies, but it's also long and tall enough to fully cover Nate.

The broken-down vehicle, however, is not the best choice. Every round of enemy fire the vehicle takes brings it one step closer to catching fire and then exploding—which in turn kills Nate. Once it has exploded, however, it's a perfect hunk of metal to hide behind. Regardless of the cover, only move in between turret fire.

COVER

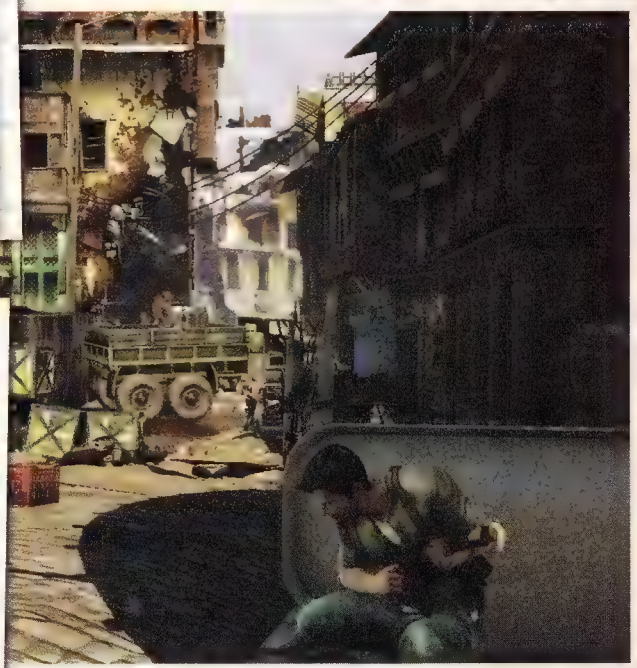
CONCRETE SLAB

The concrete slab is a solid, short wall of cover. It's taller than many other forms of cover and long enough for Nate to comfortably move back and forth behind while targeting enemies. It's only found in cities and should be taken advantage of whenever possible.

COVER

BATHTUB

The bathtub is amusing as it is useful. Unlike some of the other cover in the area, Drake can use all four sides of the bathtub to hide behind.



COVER

BROKEN-DOWN VEHICLE

This is initially the worst cover option available. Broken-down vehicles are fatally explosive when in "good condition". When Nate takes cover behind one, he's signing his own death certificate. It only takes a few rounds to set the vehicle aflame and then it's only a few more seconds before it explodes. Once that explosion occurs, however, it's fine to use. This form of cover should be avoided at all costs until after it becomes a harmless heap. There is a benefit to these deathtraps, however. If your enemies stray too close, they are the unfortunate ones that can fall prey to the blast. Turn the tables and set the trap yourself.

Once Nate is near the truck, hop up inside the temple and approach the turret soldier from the side. Line up for a stealth kill then take control of the turret. A second wave of enemies drops in from the building at the far end of the courtyard. Target them with the turret and don't let up until they are all defeated.

Up in Flames

There are several broken-down vehicles near the second wave of enemies. Use them as explosive traps. Unload a stream of turret fire into them and watch as they burst into flames and wipe out surrounding soldiers.

WELCOME TO SHANGRI-LA

Restock Nate's weapon supply and meet Chloe down the side alley. Give her a boost up to the hotel's fire escape and then follow close behind. Drop and hang over the railing on the upper level and lean back toward the sign-covered telephone pole. Climb up the signs and over to the streetlight. Swing onto the hotel awning and sneak to the open window.

Brass Bird Lamp—Hard

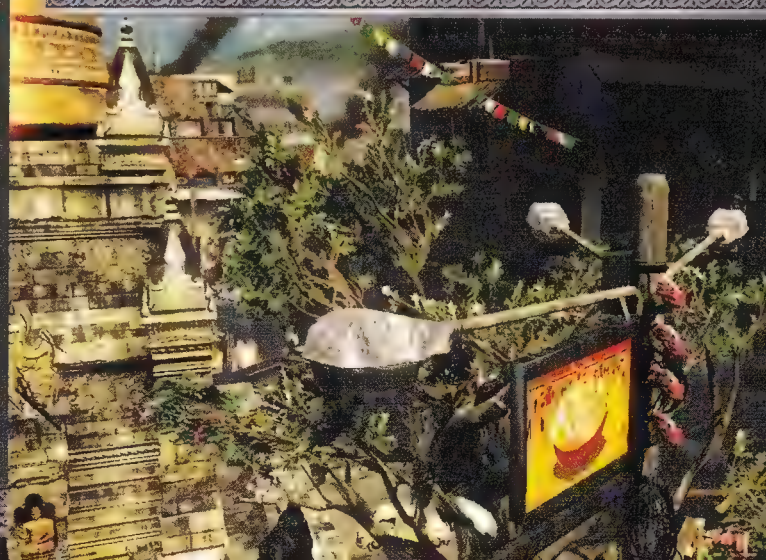
There is another treasure in the courtyard and it's extremely well-hidden. Move to the green electrical box in front of the shrine next to the truck. Climb up the box and ladder to reach a series of signs. Navigate up them to the streetlight where you'll find a treasure. Who's putting these delicate and rare artifacts in such locations?

Silver Dress Clasp—Hard

While restocking Nate's weapons, and before moving to the side alley, check out the front of the large shrine. It's quite impressively golden and shiny. So shiny that Nate could easily pass right over the treasure resting right at the top of the front entrance. Shoot the camouflaged treasure down and add it to the collection.

Trainee Fortune Hunter

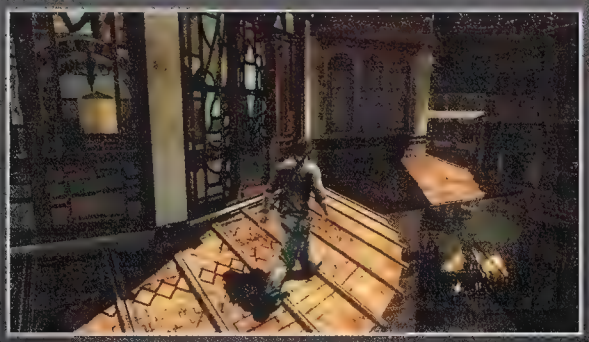
Nate is really moving up in the treasure hunter world. That is now 25 treasures in his collection, which earns him the Trainee Fortune Hunter Medal, $10,000, and a Bronze Trophy.

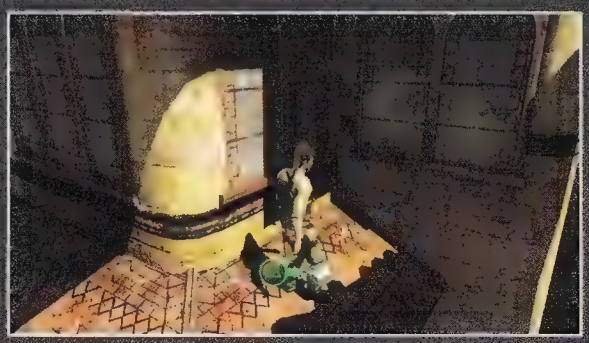


Inside the hotel, a standard soldier and a shotgun soldier greet Nate and Chloe. Not exactly a hospitable welcome.

Copper Rice Measure—Medium

Before going inside the hotel, move around to the opposite side of the large bay windows. Grab the treasure at the end of the metal awning.





ARMORED SOLDIER

These bad boys are among the toughest soldiers in the game. Plates of armor cover their entire bodies, allowing them to absorb plenty of damage. They mostly use a shotgun, but can also be found carrying various kinds of assault rifles. Their armor is susceptible to shotguns, explosives, and high-powered weapons like the Desert-5, Wes-44, and the Dragon Sniper.

Immediately take cover against the closest pillar and prepare to fight. Let Chloe handle the standard soldier and focus solely on the armored soldier. Wait for him to come to Nate. Once he's near the pillar, start swinging. The soldier tries to block Nate several times, so don't forget to use counters. Keep it up until the big guy goes down.

GOING UP?

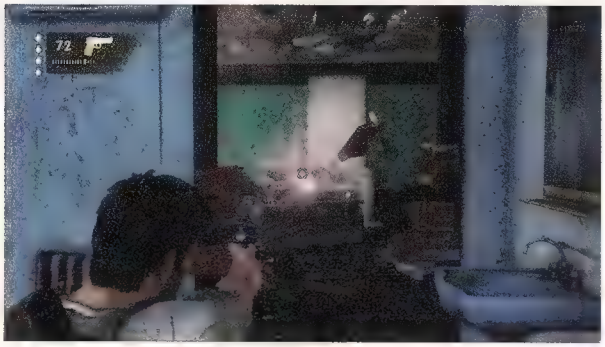
Enter the elevator once the room is clear. Finally, Nate and Chloe are about to reach their lookout point. On the way to the top floor, fate throws a monkeywrench into their plans and the power goes out. Prying their way out of the elevator only gets them so far. Nate wiggles his way free, but Chloe's still stuck inside. He's got to find a generator and get those doors open!

Head down the hall and through the destroyed bedroom. Feel free to grab the 92FS sitting on the dresser before heading into the bathroom. Climb up the destroyed stone pillar and jump out to the series of flag poles. Swing from pole to pole.

Take a breath or two to recover and then climb up the pole and over the exposed beams to reach the open room on the left. Hop inside to find a suitcase containing two additional 92FS pistols.

Blast apart the wooden planks blocking Nate's path and enter the adjacent room. Step onto the broken concrete slab and grab onto the wood planks overhead. Monkey bar to the open window ahead. As Nate swings to the last board, a standard foot soldier comes into view. He doesn't notice Nate, which provides time to line up a perfect shot.

Enter the room and take cover behind the washing machine. There are two more enemies in the area: another light soldier and shotgun soldier. Pick them off from the safety of cover. One more straggler enters before the room is totally clear. When Nate's done, secure any worthwhile ammo.



WEAPONRY RECOMMENDATION

Close and Personal

After clearing the room, Nate has two options: stick with the AK-47 or switch to the Moss 12-gauge. For the hotel's close corridors, the shotgun is the preferred weapon.

Head up the stairs and into the blasted-open room. There's a shotgun soldier and a light soldier stationed ahead. Take cover ASAP and unload a shell or two into each of the oncoming enemies. Pick up the extra Moss ammo before leaving the room.

Cross the broken walkway into the connecting area. A few more soldiers stand to face Nate. They're ready for him, so keep that shotgun handy. Blast them all apart and switch over to the AK-47 if Nate runs out of shells.

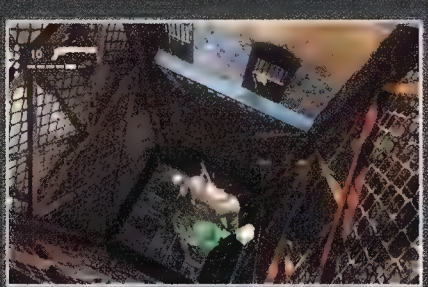
Walk carefully up the stone pillar jutting out of the battered building. From the pillar Nate can see just how much damage has been done to the city as fire and plumes of smoke blaze along the skyline.

The step from the stone pillar to the rusting pole is a doozey. If Nate attempts to leap from anywhere but the very end of the pillar he's likely to completely miss the pole and end up as part of the city's increasing body count.

WATCH OUT BELOW

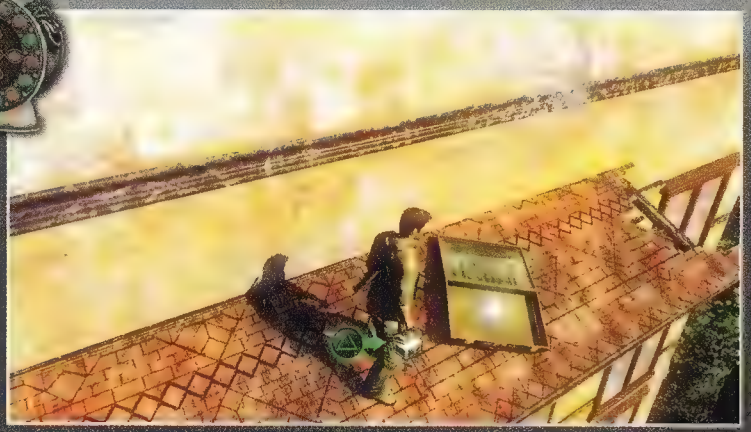
Yuan Dynasty Urn—Very Hard

Climb to the very top of the steps before exiting the stairwell. At the edge of the broken steps, leap out to the elevator shaft. Vault over the outside mesh and drop onto the elevator to find an extremely well-hidden treasure.

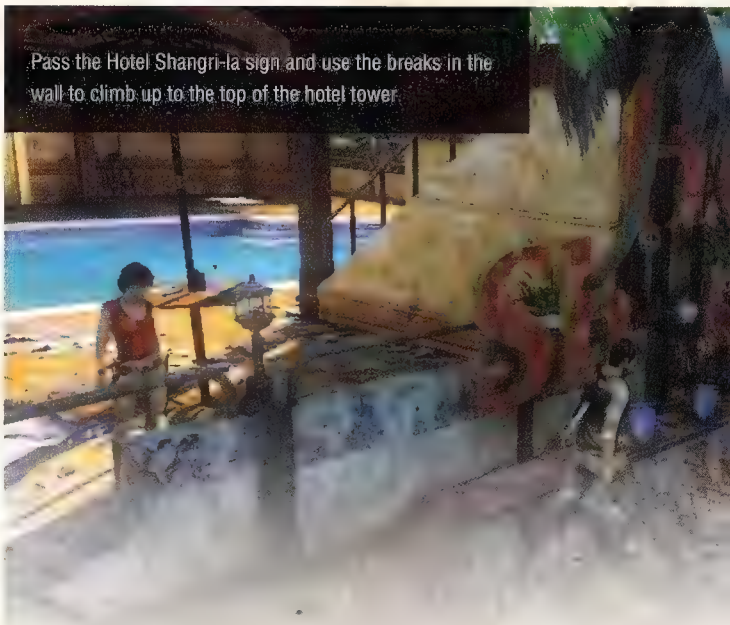


Enameled Snuff Bottle—Hard

Instead of just heading up the stone pillar, move along the left side of the balcony and hop onto the roof ledge. Follow the ledge around the corner of the building. Look for the suitcase containing a treasure at the end of the path.



Hop from the pillar to the extended rusting pole and pull up to the next floor. Leap over the gaping hole to the small stable flooring and take out the Micro-9mm soldier that rushes you. Take care of him and exit out into the hallway. Head toward the golden elevator doors and then turn right. Down on the floor below is the generator Nate's looking for. Drop down and get that puppy up and running.



WHAT A VIEW

Return to the elevator doors and reunite with Chloe. Follow her lead into the side room and give her a boost up to the retracted ladder. Stay close behind and climb up to the hotel's roof.

The crystal-blue water of the rooftop pool along with the second floor bar would be a perfect place to relax if Nate and Chloe weren't in a bit of a rush. (If you choose to take a dip, a couple of medals – Marco! and Polo! – can be gained here and you can get a chance to hear a humorous exchange between Nate and Chloe.) Cross the pool and stay off to the right. Hop over the short wall; don't worry, Nate's not going anywhere. Just on the other side is a wide roof ledge.

From the tower, Nate is able to stop and see the temple for which they're earching. It just so happens to be in the middle of a particularly heated section of the city. Did Nate and Chloe actually think it would be any other way? To make matters even worse, Lazarevic puts out a call to his men that Nate's in the city. Their order: find him at once. Oh joy.

HEAD FOR THE TEMPLE 2

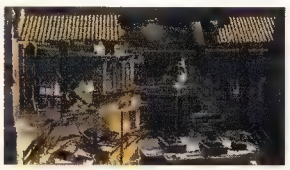
GET A MOVE ON

Step under the zip line and slide to the building below. Nate and Chloe have to get a move on if they want to avoid being pinned down by Lazarevic's men.

Chloe is just ahead of Nate, crouched at the base of a walkway that has been torn apart by the city's fighting. They need to get across and Nate has just the plan.

Grab one of the broken fragments of wood on the left wall and climb up to the long beam connected to the other side of the walkway. Everything seems to be going according to plan as Nate works over the beam. That ends as one of Lazarevic's helicopters hovers into view and attacks the already damaged walkway. The assault splits the beam Nate's gripping in two. He crashes back to Chloe as the bullets continue to fly at them. They need to move, and fast.

Pull up and race along the building's ledges, balconies, and anything Nate can use for footing.



Climb up the planks and peek out to see what Nate's up against. Currently he can see Chloe on the left and two light soldiers on the right—not to mention the menacing helicopter stationed just ahead. Between helicopter fire, pop out from the hanging balcony and pick off the two soldiers.

Jump onto the building rooftop and take cover quickly behind the cooling unit, as the helicopter doesn't take long between barrages. Two more enemies enter from the neighboring building: a light soldier armed with a Micro-9mm and a shotgun soldier. Move up to take cover near the building's water unit and elimate the enemies quickly before moving to the next building.

COVER

ROOFTOP COOLING UNITS

These are common reliable rooftop cover. They aren't as large as the water units but they still are large enough to shield against most attacks as long as Nate stays crouched. Their wide depth can be a bit tough to move around, but Nate can still hop over the top of the unit if he needs to quickly move to the other side.

COVER

ROOFTOP WATER UNITS

Rooftop water units are one of the largest forms of cover besides buildings. The large water tanks protect Nate from any high-angled fire (such as helicopter fire) and the wide concrete bases shield him from nearly everything else. However, the water units are difficult to navigate. Moving from one side to the other is nearly impossible when an enemy is closing in.

WEAPONRY RECOMMENDATION

Little and Big

Nate's current long gun is either an empty (or near empty) Moss 12-gauge or a fairly full AK-47. If he has the Moss, there is more ammo that can be picked up from the recently killed shotgun soldier. If he has the AK-47, switch to the Moss.

As for his pistol, Nate most likely has the 92FS–9mm equipped. He can keep it if he wants as there's plenty of ammo available from the downed standard foot soldiers, but the Micro–9mm dropped by the light soldier is a great option for the upcoming battle.

In the next combat zone, Nate's going to be fighting in close quarters while constantly moving. The shotgun is perfect for instant kills in the narrow area, while the Micro is excellent at blindfire while on the run or behind cover. That's the perfect duo for these frantic fights.

DEMOLITION

Jump through the crumbling hole to the floor below. This section of the building is fairly intact, until the helicopter following Nate unleashes its missiles, blasting the wall apart. Nate survives the wicked attack, but has to return to cover quickly if he doesn't want the helicopter's rounds to finish him off.

Race to the wood desk between helicopter barrages and take cover. Three enemies are ahead: a light soldier, standard soldier, and shotgun soldier. From Nate's position it shouldn't be too hard to unload a shell or two in each soldier and watch them fall before the helicopter blasts open another wall.

COVER

WOOD DESKS

Wood desks provide extremely poor cover when they are standing upright. Nate's lower half can be easily targeted between the desk legs. However, when knocked over, they become great forms of cover. The desk's top provides the most cover, while the legs protect Nate on either side.

HEADS UP!

Clean Up

Although the helicopter is gunning for Nate, some of Lazarevic's own men can get caught in the crossfire. When its missiles are blasting into the side of the building, it's not only Nate and Chloe who feel the chopper's wrath. Many of the soldiers in the building can be, and are, killed by friendly fire.

Immediately around the corner is another standard soldier. Knock him out with a melee combo and continue toward the two foes coming out of the far elevator. The Moss 12-gauge puts them down quickly.

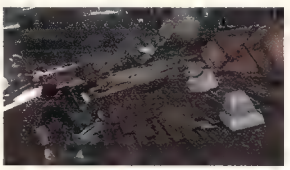
Rush down the stairs to find a squad of soldiers. Take cover behind any of the computer stations and start firing. Any soldiers left standing near the back wall are decimated as the helicopter's missiles rip through and annihilate everyone. Those left standing are not much of a challenge for Nate. Finish them off and move on.

COVER

COMPUTER STATIONS

Computer stations are similar to wood desks but have extra panels to protect Nate's lower half as well as desktop computers to guard against higher-angled shots. They are stationary for the most part and can only be knocked over by large explosions.

After the initial missile hits the room, several more follow, completely wrecking the building's foundation. Three more enemies drop into the room, but targeting them is difficult when the structure is rapidly sliding into the neighboring building. Sweep Micro-9mm fire over the enemies to eliminate as many as possible before Nate and Chloe decide to abandon ship. After leaping into the next building, the two adventurers look back with a sigh of relief as they realize that they are, in fact, still alive.



TAKE IT OUTSIDE

Climb up the stairwell behind Nate and Chloe to reach a torn-open apartment. Leap from the gaping hole to the edge of the neighboring rooftop. Grab the FALs by the drop bridge and snag the Mk-NDI grenades along the short brick wall.

Four enemies take up position along the adjacent roof: two standard soldiers, one light soldier, and one grenadier. Target the grenadier first. His M32–Hammer grenade launcher can mess Nate and Chloe up quickly. Follow up the initial attack with the Mk-NDIs and then clean out any survivors.

Use the drawbridge crank to lower the thin walkway. On the other side Nate can pick up the M32–Hammer as more of Lazarevic's men start targeting him from the roof below. Take cover against the roof fences and use the grenade launcher to wipe out the firing soldiers.

ROOF FENCES

COVER

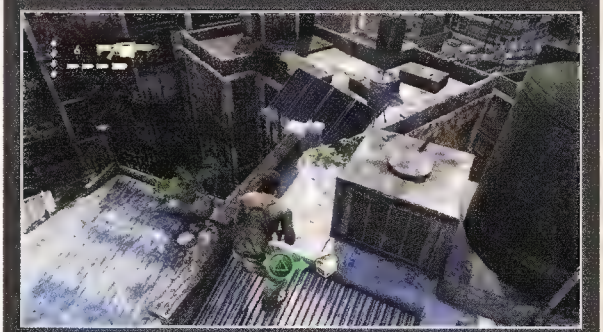
The fences along the roofs in the city are awfully poor forms of cover. Their height isn't enough to cover Nate's crouching form and the gaps between the railing's pegs allow enemy fire to come through. Look for sections of railing that are barricaded with sheet metal. These provide more stable cover. However, roof fences are generally lesser forms of cover and should be used only when absolutely necessary.

GRENADIER SOLDIER

This grenadier soldier exclusively uses the M32-Hammer grenade launcher. The gas mask should be the first thing that calls your attention, but the straps of grenade launcher shells on their chest should signal a heavy threat. Make the grenadiers a priority and take them out quickly.

Incense Burner—Hard

Before heading out anywhere, pick up the treasure on this rooftop. Climb to the red-brick structure and then jump over to the area with the green water tank. The treasure is just to the right of the tank.



M32-HAMMER

This grenade launcher is a powerful weapon, able to unleash four grenades before reloading, with Nate being able to carry a total of 12 rounds. The M32-Hammer is meant to provide radial damage and does not accurately target a single enemy.

Leap to the lower building and grab more M32 ammo on the elevated portion to the right. Drop to the main level and grab more grenade launcher ammo from against the brick wall. It's time to go one-on-one with the helicopter and finish this fight once and for all.

The helicopter provides a powerful challenge and is constantly on the move. To down the beast as quickly as possible, Nate needs to know the best places to take cover and when to do so. When the helicopter is hovering over Chloe's position on the previous roof, Nate should be crouched along the wall between the two animal statues.

When the attacks come from the area over the burning brick building, take cover behind the short end of the brick planter box located on the corner of the roof.

For fire that comes from the right of the position (over the mangled metal wiring of the neighboring building) Nate can continue using the brick planter box, moving to take cover along the longer side.

Lastly, when the helicopter is over the elevated section of the roof, Nate should stand just at the corner of the short brick and stone wall.

Keep firing the M32! Prepare for a group of Lazarevic's soldiers that appear from the burning brick building halfway through the fight. Don't bother switching over to any the AK-47s lying around; just use the grenade launcher to remove the soldiers.

HEADS UP!

Trigger Happy

Don't let Nate worry his pretty little head over the M32–Hammer's ammo count. During this helicopter fight there are M32s stationed on either end of the rooftop. They respawn often, so he never has to think about running out of grenades. He can go ahead and fire off as many rounds as he wants.

Chloe joins Nate once the helicopter is down. Lower the drawbridge and cross to the next building. Follow Chloe's lead and jump to the lower rooftop. Leap out to the battered billboard and vault to the other side before jumping to the building beyond. Head to the right side of the roof and jump to the rooftop below where you'll find a makeshift zip-line at the far edge.

Chloe heads down the line first with Nate close behind. Just as he's about to reach the opposite end, the line snaps and he crashes to the ground. Chloe rushes to make sure Nate's okay. He's fine, but his path to reunite with Chloe is blocked by a pile of burning rubble. A normal route won't suffice; it looks like it's time to climb.

BEGIN PLATFORM SOLVING !
Climb onto the green electrical box and climb up the blue pipe. At the top, switch over to the horizontal pipe on the left. Continue over to the next pipe until Nate can reach out for the utility pole. Hop onto the ladder and climb down to the yellow sign. Vault to the other side of the sign and then drop to the ground.
1
2
3
4
5
6
END PLATFORM SOLVING !

Chapter 7:

THEY'RE COMING WITH US

Nate and Chloe have escaped Lazarevic's men for now, but it won't be long before they're back. The temple isn't too far now, but there's no telling whom Nate might run into along the way.

OBJECTIVES

1 Reunite with Elena

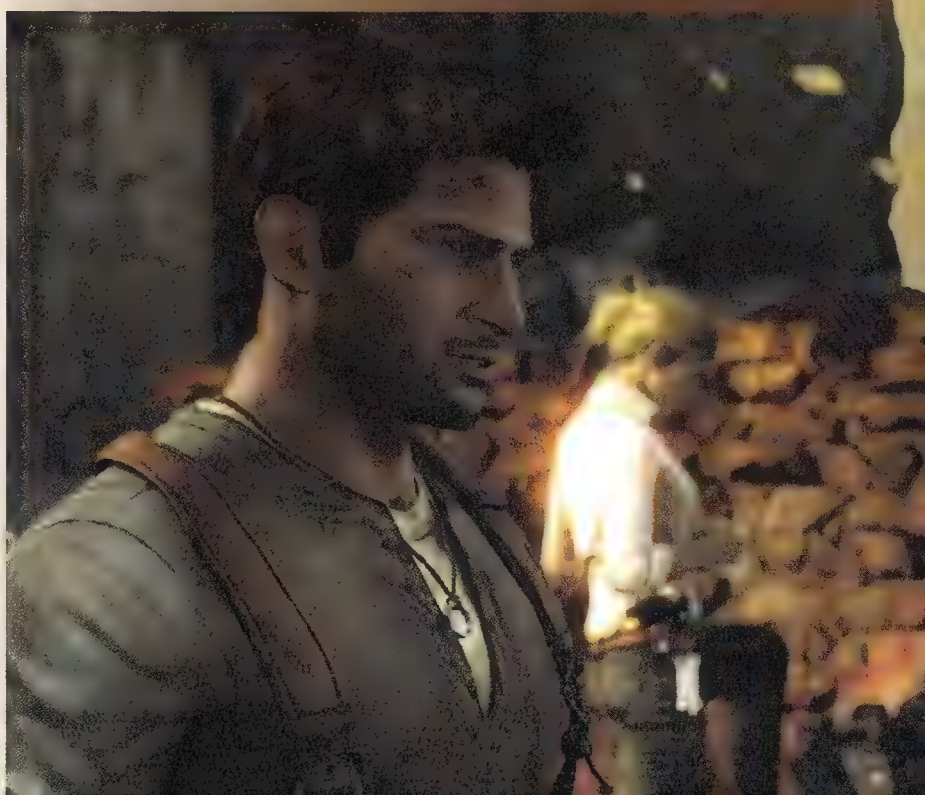
2 Reach the Temple

THE CITY

3 REUNITE WITH ELENA

As Nate rounds the corner, he finds himself face-to-face with a woman from his past. Elena Fisher, journalist extraordinaire and Nate's old flame. She's surprised to see him, and he's practically speechless. Elena fills Nate in on her and Jeff's - her cameraman - current assignment: track down Lazarevic and find out just what he wants in Nepal.

Chloe enters to break up the little reunion. In her rush she lets it slip that she and Nate are in a race against Lazarevic to reach the temple leading to Shambhala. Oops. Elena's disappointment is evident, but Nate can't just leave her and Jeff. Chloe doesn't approve, but that's too bad, the journalists are coming with them.



MAP 1

MAP 2

2 REACH THE TEMPLE

JOINT VENTURE

Lazarevic's men start closing in as the group enters the square ahead. A squad of soldiers fires on sight. The odds are in the good guys' favor this time. Chloe and the two journalists dash ahead and take cover among the pillars and fountain. Nate's best position is actually on the couch. Well not on it, but taking cover behind it. It provides a full view of the battle and allows him to pick off any enemies too stubborn to fall.

COVER

COUCHES

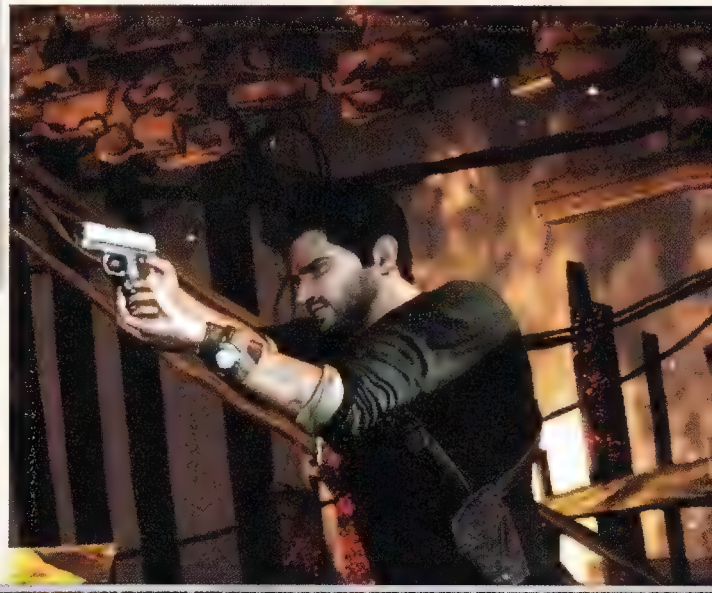
Couches are uncommon forms of cover and only found in the city. They are not reliable when Nate is under heavy fire, but serve well for observing battles while staying protected from stray bullets. If enemies close in, abandon the soft cover for something sturdier.

STRONG CURRENT

Move to the set of large wood doors ahead when the coast is clear. Force them open and guide the group to the river. The current is too strong to wade across, but Nate can create a bridge using the vehicle remains found around the area.

30 Cadet Fortune Hunter

With that last pickup, Nate now has obtained 30 treasures in his collection. That's quite impressive and enough to earn him the Cadet Fortune Hunter Medal, $10,000, and a Bronze Trophy.



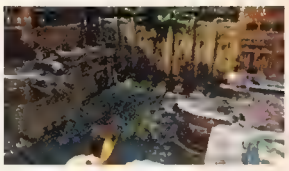
Worn Pendant—Medium

Head back to the couch before moving to the set of wood doors. A treasure is inside the broken building next to the couch. Pick it up off the small cardboard box near the street-facing wall.

Nine Jewel Ring—Medium

Take one more detour before heading to the wood doors. Another treasure is inside the bell at the top of the courtyard fountain. Shoot it down and then retrieve it from the fountain. It may be a bit wet, but it's still treasure.

Boost Chloe up the broken ladder and watch for the box she tosses down. Use it to reach the upper platform. Three propane tanks are in the area. Grab one and toss it down to the vehicle. Once it's close to landing, pull out Nate's pistol and fire. The explosion frees the vehicle and the current carries it toward the barred gates.



Walk down the steps and target the small propane tanks next to the gutted car. The explosion loosens the vehicle enough to send it flowing down with the current. Once it hits the barred gates, the car comes to a halt. There's another vehicle a little upriver, but it has no nearby propane tanks to use for a jarring explosion. There are some tanks on the elevated platform to the left, though.

HEADS UP!

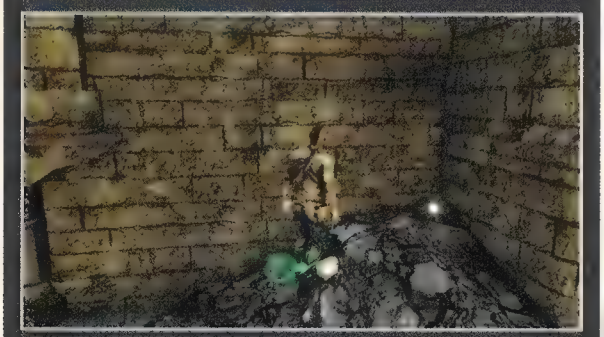
Away We Go!

Propane tanks are handy when grenades are not available. In addition to exploding when shot, propane tanks can be thrown short to medium distances. To toss a tank, first pick it up with △ and then aim the throw with **L2**. Release **L2** to make the toss. Once it's in the air, even blindfire will strike it and cause the inevitable explosion.

Return to the rest of the group and cross the river over the blasted vehicles. Climb up the short ladder and follow everyone up the stairs to the next open area.

Ankhora Water Vessel—Hard

Stop short of entering the new area and turn back to face the water. Move to the far brick building at the end of the waterside path. Hop over the railing to land on a small pile of rubble next to the running water. There, Nate finds another treasure.



TURRET TORRENT

The group is greeted with turret fire and everyone runs for cover. At this point, you now have three options to get past the onslaught.

Option 1: Climb up to the right and take out the soldier. Jump up to the balcony to discover two grenades just begging to be thrown into the turret area.

Option 2: Jump into the truck and work your way to the left, taking out the soldier there with a pulldown attack! Grab one of the propane tanks, lob it at the turret gunner, and blow it (and the gunner) to pieces.

Option 3: This is by far the more mundane, and risky, route. Take position behind the short brick wall at the base of the stairs. Between turret fire, pop up to pick off incoming soldiers. There are four soldiers that provide support to the turret gunner: two light soldiers, one armed with a Micro-9mm, two standard soldiers, and a shotgun soldier. The light soldiers should be Nate's immediate targets since they rush in first. From there, wipe out the other three enemies before rushing the turret in between rounds.

WEAPONRY RECOMMENDATION

Not Necessary

There is a Moss 12-gauge Shotgun across from the entrance into the next area. Leave the shotgun behind; it is not necessary or any better in the next fight than Nate's current weapon.

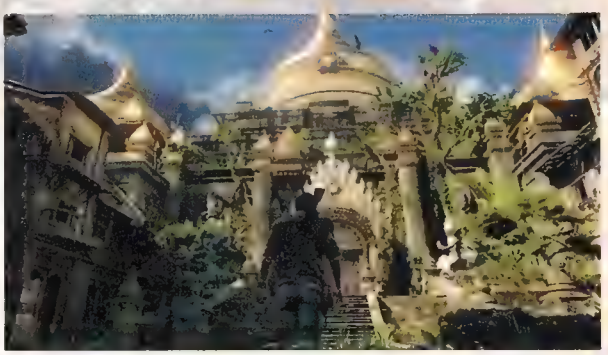
COVER

SHORT BRICK WALLS

Like concrete slabs, short brick walls are stable and convenient forms of cover. They are often found out in the open and lined up with enemy targets. Their length allows for adequate movement and although their height is slightly lacking, it is enough to fully cover Nate and easy to vault over.

Two additional enemies enter from the building behind the turret and support the mounted gun. Quickly shut them down along with the turret gunner before taking control of the turret.

While Nate was busy on his end, the rest of the group has been fending off four soldiers, one of which is armored. Lay waste to the squad and clear the area.



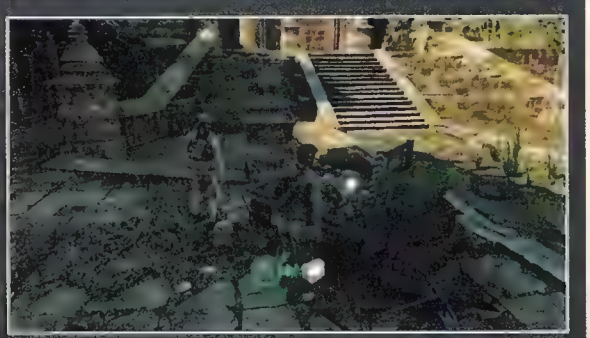
HEADING FOR THE FINISH LINE

With everyone accounted for, take the initiative and climb up the blue pipe to the left and into the adjacent window. The temple is just across the way, but the only way to reach it is by crossing the billboard connecting their current location with the destination.

Walk carefully along the narrow strip of footing. Once on the other side, enter the building and descend to the ground floor. Follow the winding halls to the exit and come face-to-face with the awe-inspiring sight of the much searched after temple.

Silver Shiva Amulet—Medium

Walk toward the temple angling slightly to the left and snag the treasure from the back of a tractor bed.



THE CITY'S SECRET

Chapter 8:

Secure the temple location—Check.

Obtain sacred ritual dagger—Check.

Avoid Lazarevic's men...

Reunite with ex-flame—Check.

OBJECTIVES

1 Enter the Temple Underground

2 Reach the Dagger Room

NEPALI TEMPLE

1 ENTER THE TEMPLE UNDERGROUND

Nate, Chloe, Elena, and Jeff are at the temple's front steps. The temple holds the key to Shambhala and the Cintamani Stone. Nate provides a brief explanation of the stone, but Elena is still unconvinced as to whether the stone, regardless of its legendary history, is worth tangling with Lazarevic over. It's quite obvious that Chloe is antsy and ready to move. The appearance of the helicopter cuts the discussion short as the small group is forced to take shelter in the temple.

STATUE SECRETS

The temple's entrance and main chamber are a sight to behold. The rich woods and impressive gold details are truly works of art. Take in the temple's majestic beauty for a moment before continuing toward the main chamber. Three Mk-NDIs and a 92FS are on the table just to the left of the chamber entrance. Nate won't be using any weapons for a while, but the pistol and grenades are still nice to have.

Bronze Altar Spoon—Medium

Before leaving the first room, pass through the door that's behind you to the right. The connecting dark hallway leads to a short climbable wall. A treasure awaits you at the top of the climb.

The statue in the rear of the main chamber is massive and looks somewhat familiar. Open Nate's journal to find clues from the documents Drake has scavenged. If you open the journal when prompted, it will open directly to the correct page. The page on the left shows an image of the chamber's statue, and the page on the right displays a closer look at four of the statue's six hands in a certain position. Looking back at the statue in front of him, Nate can see differences between the positions of the statues hands, and the positions that are shown in the journal. Making the statue match the pages must have some importance if it is in Nate's journal.

Vajrakilaya

The deity Vajrakilaya, also known as Varjarkila, is one of the eight Kagyé. Buddhist tradition designates each of the Kagyé deities as individual facets of true enlightenment. Five are wisdom deities and the other three are worldly deities. Vajrakilaya, the fifth wisdom deity, is designated as "enlightened activity." His role is to unblock that which prevents one from achieving total consciousness.

Vajrakilaya is the most dangerous ally on the path to enlightenment. He is peaceful and wrathful, benign and dangerous. His entire existence is dedicated to enlightening activity and subjugating negativity, even if it means eliminating that which one desires most. Legend identifies this deity as the truest embodiment of the Buddhist mind.

According to texts, Vajrakilaya can transmute or transcend any object or obstruction. He can move through or completely obliterate that which blocks one's path to enlightenment. Herein lies the greatest danger. Emotion and desire have no bearing on Vajrakilaya's actions; only the true path is considered. One must be ready to experience complete loss in order to receive everything.

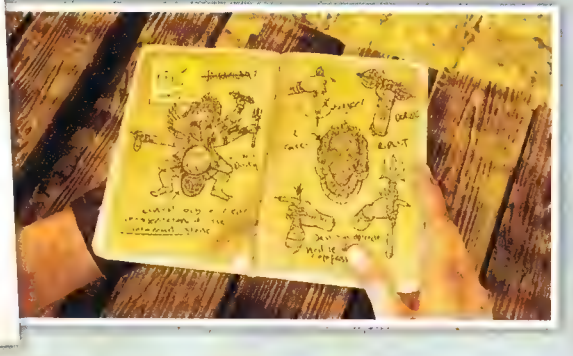
Clutched in his hand is the phurba dagger, the mythical weapon that embodies the same powers as the deity. It can unblock or enter any obstruction while remaining completely unscathed. The name Vajrakilaya itself means something sharp and piercing, an entity so powerful it can penetrate anything. His image has been found inscribed on phurba daggers throughout time.

Of all the mystical powers in Tibetan Buddhism, none form a more powerful alliance than Vajrakilaya and the phurba dagger.

HEADS UP!

Look It Up

Nate has worked tirelessly to compile a journal that is the source of countless clues and hints—as well as a lot of fun. Whenever you're stumped or you're faced with a particularly difficult puzzle, you may want to flip through its pages for assistance. Press **SELECT** to open the journal.

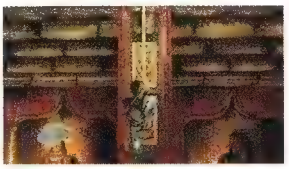


BEGIN PUZZLE SOLVING !

A HELPING HAND

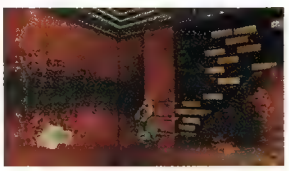
The menacing six-armed statue has four moveable limbs, two on each side. Use Nate's journal at any time to review images of the statue and the correct placement of its limbs.

1. *Climb up to the second floor using the toppled pillar and metal pole on the right-hand side of the room with the pool.*

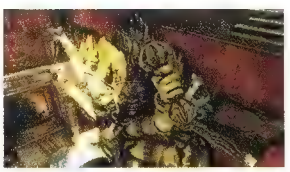


2. *Edge-hang to the left, pull up to solid ground, and then leap to the platform ahead.*

3. *Jump up to the narrow panel on the right to grab onto the decorative stone molding handholds. Climb to the bricks on the right and then to the top stone handholds above them. Then head left, jumping across the gap and edging along the handholds around the inside corner of the room. Finally, drop to the platform below Drake by pressing ◉.*

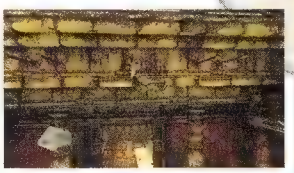


4. *Nate is now close to the hand gripping a vajra (a Buddhist artifact that looks similar to a rattle). Press △ to lift the hand, moving it to a position that mimics the image in Nate's journal.*



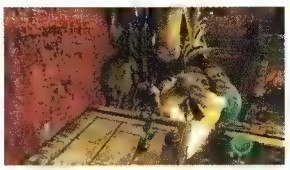
5. *Return to the metal pole and continue to the right, pulling up once Nate is able maintain his footing.*

6. *Head to the poles extending from the back wall and swing across them to reach the far side of the temple.*



7. *Jump over the gap in the flooring as Nate heads for the statue. Do not falter as the stone cracks and gives way!*

8. *Climb over the broken slabs to reach the statue's lower right hand. Press △ to pull the hand down, matching it to the image in the documents.*



9. *Climb up the exposed brick behind Nate. When he cannot continue upward, lean back and leap out to the metal pole at his back.*

10. *Navigate to the end of the pole then turn and swing to the thin strips of decorative stone molding.*

11. *Drop to the ledge left where a platform has fallen away. From there Nate can press △ to swing the arm holding the dagger across the statue, completing the puzzle.*

END PUZZLE SOLVING !

With the statue's arms in their proper places, the large statue begins to move. The two arms holding the blue and gold sphere pull apart, revealing a mouth-like opening and a triangular hole. The hole looks like a good match for the shape of the golden phurba's blade. The ritual dagger is the statue's key!

Approach the base of the statue and climb up to the small opening. Press △ to insert the phurba and watch as the pool of water in the center of the chamber drains away, revealing a narrow doorway leading underground.

2 REACH THE DAGGER ROOM

DOWN UNDER

The temple underground is a hauntingly beautiful place with decorative statues and carved imagery. Walk through the shallow water lying in your path, turn right and descend the set of stone stairs. The tunnel is blocked by a large pile of rubble. Well, almost blocked. There's a small gap at the top of the pile, just big enough for Nate and Chloe to squeeze through.

A flooded tunnel greets the two beyond the rubble. The trail ahead splits in two before reuniting at a dead end. Climb the broken animal statue on the right and use it to reach the pathway forward.

At the end of the hall, Nate and Chloe can see a glowing light and what appears to be a large open room. Just as they are about to reach the new area, the floor opens beneath them, dropping the two into a pit trap. Nate can't help but feel crushed as the ceiling above them closes up, and iron-tipped spikes snap down toward them.

There is a way out of the death trap. Nate just needs to stay calm and assess his surroundings. The wall on one side of the pit has broken away, revealing the ancient gears that control the descent of the spikes. If Drake can stop the gears from meshing, he can stop the spikes from bearing down on him. Pull out Nate's 92FS and take aim the gears' stone teeth.

Once enough of the gears' teeth have been destroyed, the spikes retract and the ceiling rises up again.

HEADS UP!

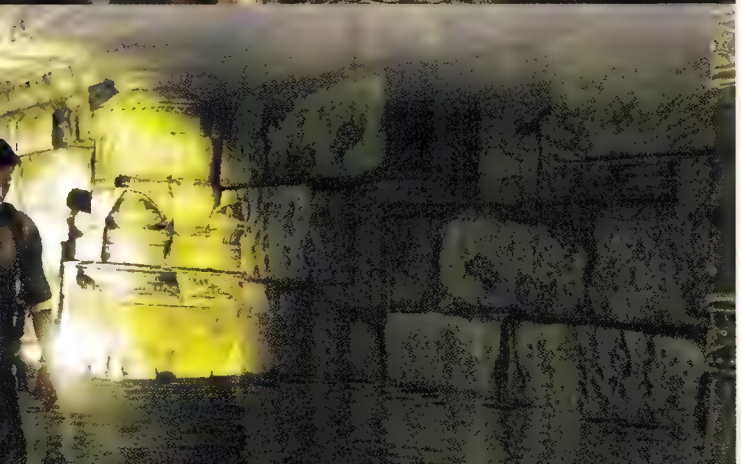
Still Good

If Nate's running low on ammo, he can pick up the MP40 lying close by. The weapon has been down in the pit for a while, but still works just fine.

MP40

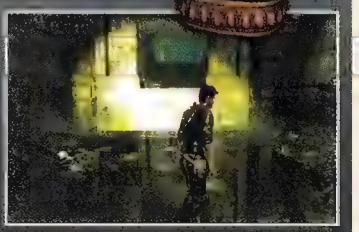
The MP40 sub-machine gun is a classic weapon from Nazi Germany. It is a fully automatic weapon with a fairly low rate of fire, allowing for single shots when fired with control. An MP40 clip is able to hold 32 rounds while Nate can carry a total of 150.

A section of wall descends to reveal a passage back to the upper level. Return to the hall and enter the large, open room to the right.



Bronze Varaha Statue—Easy

Before leaving the booby trap, take a pit stop just to the right of the exit. On top of a pile of unlucky souls is another treasure.



Enthusiast Fortune Hunter

Nate now has more than one third of the treasures to be collected. He has 35 to be exact. That's enough to earn the Enthusiast Fortune Hunter Medal and another $10,000.

Chapter 9:

Nate has conquered the statue puzzle and survived the pit trap, but the temple has even more in store for the adventurer. There is still much to do before the secrets of the temple are revealed.

OBJECTIVES

1 Reveal the Secrets of the Dagger Room

NEPALI TEMPLE

1 REVEAL THE SECRETS OF THE DAGGER ROOM

Saying that the cavernous main chamber of the underground complex is impressive is an understatement. It's hard not to notice the massive stone heads adorning the walls and the immense phurba hanging over the chest of a huge statue lying on its back in the center of the room. As Nate and Chloe enter, the large dagger's blade splits into three individual blades that grind and groan as they slowly raise up into a new horizontal position near the cavern's ceiling, far above.

START
FINISH

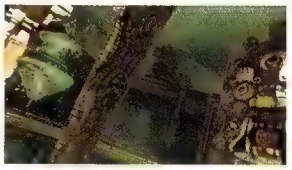
SACRIFICE

A mirror is on the platform below the room's entrance and it's reflecting a beam of light that shines down from the cavern's distant roof. Looking around, Nate can see several other mirrors. There's more to this room than meets the eye.

1. *Grab hold of the mirror on the lower platform and direct the light to hit the third eye of the small statue face across the room.*

2. *Panels inside the statue's mouth open to reveal a small opening. It's the same as the opening on the six-armed statue in the chamber above ground. Insert the dagger into the triangular hole and watch as a section of the large dagger's blade lowers.*

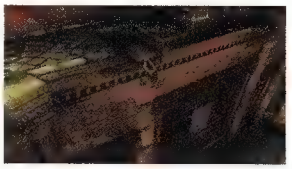
3. *Climb up the lowered blade using the shiny handholds that start at the bottom of the blade. About halfway up, Nate must move around the edge of the blade and climb for a while on the opposite side, before returning to the original side once more. Near the top, Drake must transfer to handholds on the main body of the phurba's hilt and then pull himself up onto a small platform, before finally climbing up once more to the right, and reaching a platform at the very top. Next, turn right and very carefully walk along the top of the blade that extends toward the stone face ahead.*



4. *At the tip of the blade, jump onto one of the handholds on the lids of the huge stone eye slightly to the left ahead of you. Climb up to the eyebrow and edge along to the left.*

5. *Suddenly, the section of eyebrow that Nate is hanging onto slides downwards, and the statue's third eye opens, revealing another stream of light that projects out into the room and bounces down off the phurba to strike one of the reflecting mirrors near Chloe. At the same time, a section of eyebrow rotates down into position to let Nate proceed, and handholds sprout from a nearby wall. Climb back along the eyebrow and then on to the ledges just above the ear to the right.*

6. *Continue to the right and climb around the corner before dropping to the wide platform below. Follow the path until the camera pans out to reveal a climbing route down to the second floor, where the handholds came out of the wall.*

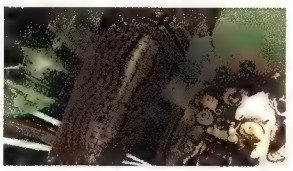


Copper Lakhe Mask—Medium
Pass by the climbing route down to the second floor for now.
Continue down the walkway until Nate reaches a dead end.
There's a shimmering treasure in the corner along the back wall.

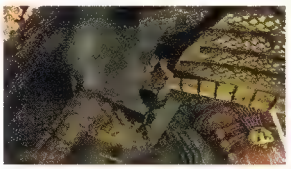
7. *Drop from handhold to handhold until you reach the platform below, and then turn to watch Chloe direct the light striking the reflecting mirror near her towards the mirror closest to Nate. Run over to the nearby mirror and grab it, and then angle it so that the beam of light reflected from it is hitting the bottom opening of the large hanging lantern on the right.*

8. *The light moves through the lantern and hits the small three-eyed statue face to the right. Insert the ritual dagger into the statue's open mouth to cause a second section of the blade to fall and metal platforms to extend along the path that curves towards Chloe ahead of Nate.*

9. *Use the platform to head for Chloe and then walk down to the large dagger. Climb up the second blade. If you reach a dead end, you climbed the wrong path - backtrack and try the other side. This time, Drake must transfer back and forth between the blades to reach the top. When you get to the top, climb up to the right again.*



10. *At the top, walk down the final raised piece of the blade. Be careful! The tip of the blade breaks off and falls, leaving Nate hanging on for dear life.*



11. *Nate still needs to get the third eye of the last large stone statue open. Light is leaking from the cracked eye, which looks fragile. While Nate is hanging from the broken end of the phurba blade, take careful aim and shoot at the stone eye. It breaks open, spilling the light inside out into the room. The newly-created light beam then reflects down onto the mirror on the left near Chloe.*

12. *The blade drops suddenly, causing Nate to abandon ship and leap onto the nearby lantern. From there, jump onto the walkway opposite the lantern, just below the third and final small stone statue face.*

13. *As Nate moves towards the mirror on the platform nearby, Chloe angles her new light source to strike the reflecting mirror that Drake approaches. Grab the mirror and direct the light beam into the bottom opening of the lantern hanging ahead on the left.*

14. *The light leaves the lantern at the top and hits the forehead of the last of the small three-eyed statue faces. Head over and insert the golden phurba into the open mouth.*

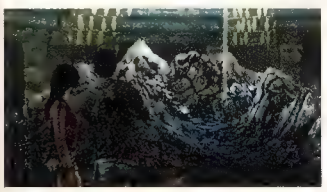
15. *The last section of the dagger blade lowers into place and then the whole phurba dagger suddenly drops, piercing the heart of the statue below. A metal platform extends to Nate's right, allowing him to meet up with Chloe. The dagger puzzle is complete!*

Carved Jade Figurine—Medium

Before moving out to the metal platform that appeared from the wall, move back toward the last mirror. Look up when you're halfway between the small statue face and the mirror. The next treasure is sparkling just below the molding, above the decorative knot. Shoot it down and collect it near the wall.

BELLY OF THE BEAST

Run over to the head of the sacrificial statue lying in the center of the room, and, using the handholds that line the statue's throat, carefully descend into its open mouth to reach the temple's innermost chamber. A small altar and a pencil-thin beam of light emanating from the tip of the gigantic phurba poking through the ceiling are the only things in the barren room. Approach the altar, and press △. Nate inserts the golden phurba into the triangular opening on the altar, and an amazing model of a mountain range is revealed. The thin beam of light shines down and pinpoints a location on the side of one of the mountains. This model points the way to Shambhala! Recognizing the distinctive mountain range Nate knows exactly where they must head next.



Bronze Ganesh Statue—Easy

Okay, so the altar isn't the *only* thing in the room. Behind the third pillar to the left, Nate can spot the flashing signal of a treasure.

Chapter 10:

ONLY ONE WAY OUT

One booby trap and two large puzzles later, Nate and Chloe find themselves in the heart of the temple. The secrets revealed were definitely worth all the effort. This is it! The location of Shambhala is finally revealed!

TER

OBJECTIVES

1 Exit the Temple

2 Reach Elena and Jeff

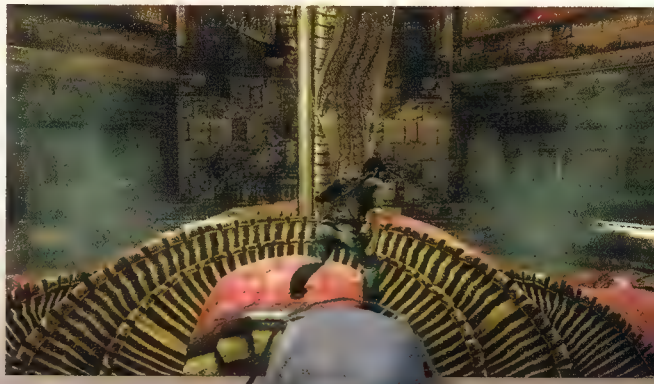
NEPALI TEMPLE

1 EXIT THE TEMPLE

Nate has the location to Shambhala marked in red on his map. There's no missing it. Grinning, Nate leans in to celebrate their discovery with a kiss but is stopped by a loud noise. Lazarevic's men must have finally caught up to them. Great. There's only one way out of the temple and it's through the enemy swarm.

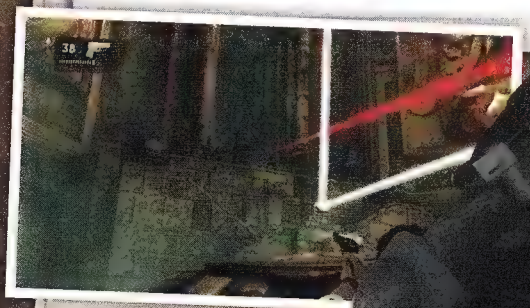
INVASION

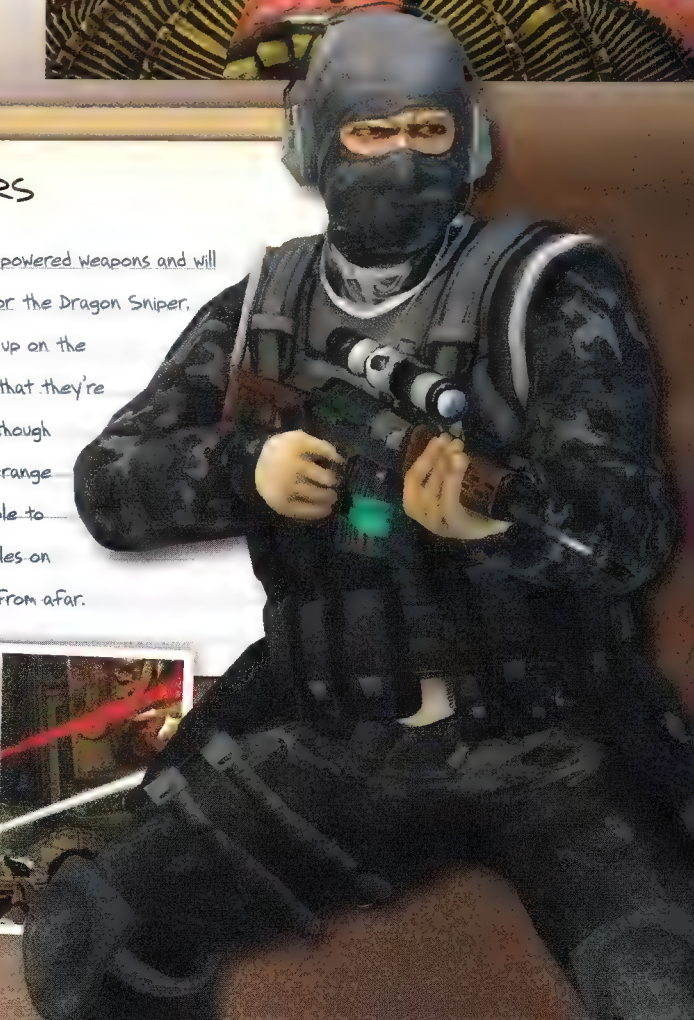
Climb up the ladder and out of the mouth and re-enter the dagger room. Lazarevic's men have infiltrated the temple and are already spreading out into the area. There are four soldiers on the ground and a sniper at the room's entrance.

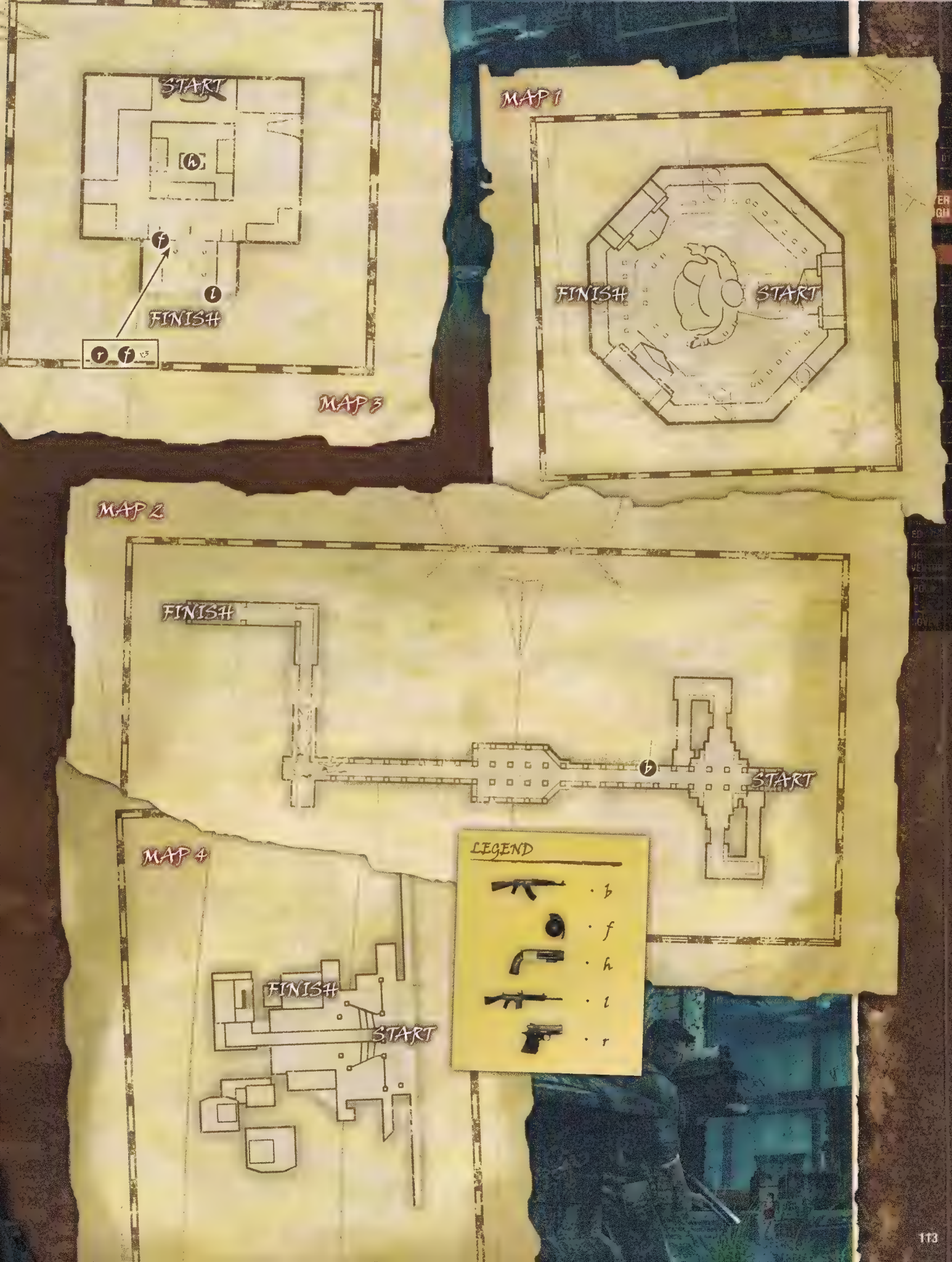


SNIPER SOLDIERS

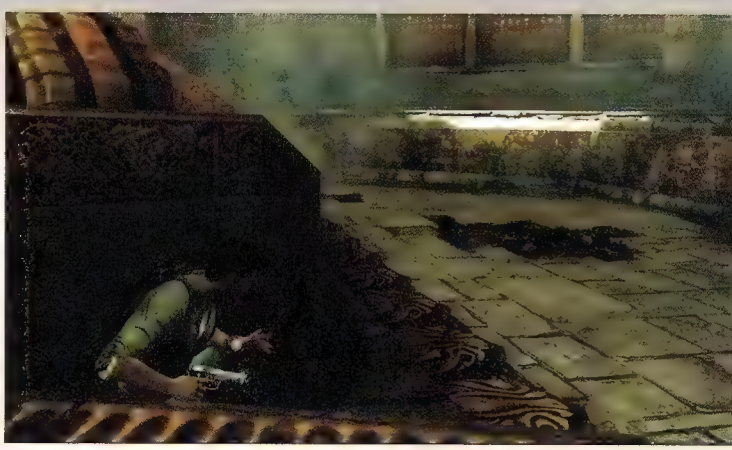
Snipers specialize in high-powered weapons and will use either the Desert-5 or the Dragon Sniper. The laser sights that pop up on the battlefield are a warning that they're aiming for a head shot. Although they're specialists in long-range kills, they're also susceptible to them as well. Turn the tables on them and pick them off from afar.






START
FINISH
MAP 3
MAP 1
FINISH
START
MAP 2
FINISH
START
MAP 4
FINISH
START
LEGEND
b
f
h
l
r

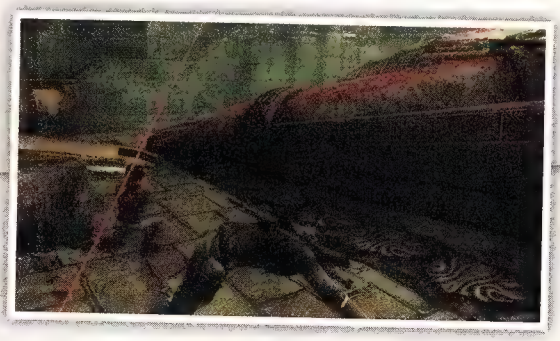
Nate has time to get to safety behind some cover before the enemies spot him. Choose to either duck down behind the sacrificial statue's right or left arm. No matter which way Nate goes, there are soldiers around just ready to be killed stealthily. Once he's cleared out one side, repeat the process on the other. Finally, pick off the sniper; Nate's pistol works best for this. If you're going to avoid the stealth route, take out the sniper as soon as he becomes aware of you. This makes taking out the other enemies easier. Either way is a viable option and comes down to your style of gameplay.



HEADS UP!

Laser Tag

One hit from a sniper is fatal. Nate definitely wants to avoid getting sniped at all costs. When a laser sight lines up with our adventurous hero, press ◉ to evade the shot. Nobody wants to see the treasure hunter dead. Okay, maybe Lazarevic and his men do, but besides them and maybe a few pirates, nobody wants the man to die.



DRAGON SNIPER

The Dragon Sniper is the standard sniper rifle used by Lazarevic's men. It is able to hold five rounds in a single clip, with Nate carrying up to 10 rounds total. The scope allows for extremely precise targeting, but the substantial recoil does not allow for rapid multiple shots.

One more enemy enters the room as Nate and Chloe head for the exit. Down the enemy and continue out the dagger room. The sniper's Dragon Sniper rifle rests just in front of the doorway. Pick it up. Nate can use its accurate one-shot kills for the fight up ahead.

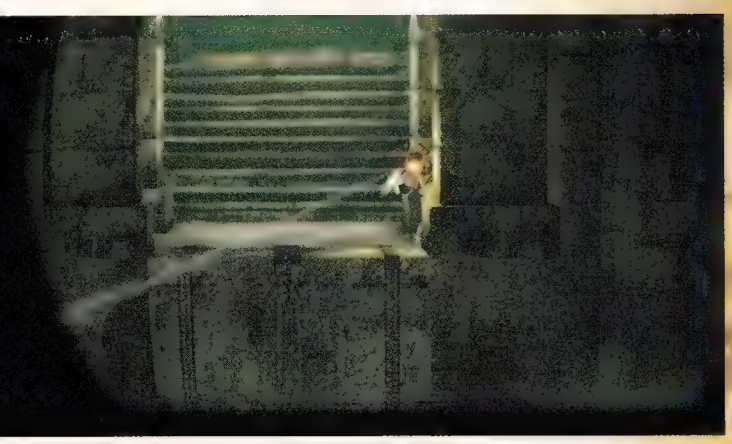
Take up position against one of the pillars in the hall. From here Nate can easily down the enemies ahead with the sniper rifle. Watch for the standard soldier approaching from the left!

IT'S A TRAP!

Pick up the soldier's dropped FAL and Mk-NDI before descending the stairs on the left. A light soldier is just around the corner after the first flight of stairs. Bring him down with a melee combo and head to the next set of steps.

Don't drop into the pit below just yet! Lazarevic's men have set up a trap within a trap for the two adventurers. There are five enemies in the area ahead and if Nate and Chloe try to tackle them head on, their likelihood of getting out alive is greatly reduced. However, if they take cover along the pillars at the top of the stairs and pick off the enemies as they come, then they will earn a safer passage through the area.

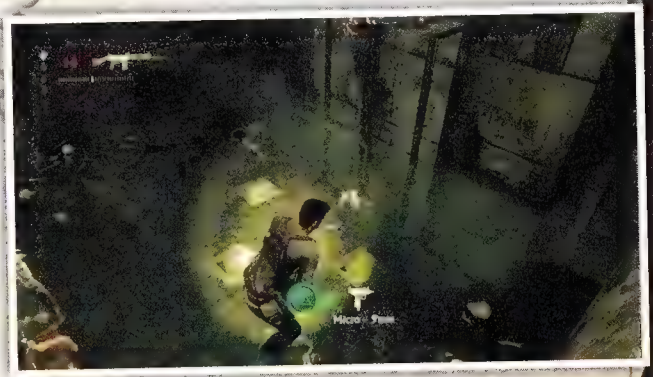
Wipe out the standard and light soldiers as they climb up to the base of the stairs. In the pit there are three other enemies: two light soldiers and a shotgun soldier. The shotgun-wielding enemy rushes Nate's position and is easily eliminated as he approaches. The other two retreat to the elevated path on the other side of the room. Move in and clear them out before heading up the stairs and back to the hallway.



WEAPONRY RECOMMENDATION

Go the Distance

Lately, whenever Nate has to make a choice between close-range and long-range weapons, it's normally suggested to choose the former. Well, not this time. The enemies ahead keep their distance, so the FAL is the way to go. If Nate is low on rifle ammo, he can get away with using the Micro-9mm. Pick up the one dropped by the light merc.



One of Lazarevic's men tosses a grenade when he hears Nate and Chloe coming up the stairs. Run for your life when the blinking grenade icon appears onscreen!

BLOWN AWAY

BACKUP IN THE UNDERGROUND

A light soldier is just past the entrance into the hallway. Terminate him as quickly as possible and take cover. The soldier drops an Mk-NDI. Pick it up. That grenade is going to become extremely useful in about five seconds.

There are four enemies ahead to harass Nate and prevent any further progress. Two standard soldiers are farther down the hall and there are two more - a helmeted standard soldier and an armored soldier – that are approaching Drake. Use the grenade to blast away the armor. Without metal plates, it doesn't take much to finish the job. Pick off the other soldiers before walking to the end of the hall.

WEAPONRY RECOMMENDATION

Closing In

It's time to return to close-range weaponry. The flooded area ahead contains several rushing enemies, plus one with a Riot Shield. The Moss 12-gauge handles these types of situations better than a rifle. However, it is nice to have the 92FS handy. The pistol is able to easily target any stragglers in the distance.

Drop to the flooded room and get ready for the three enemies just ahead. Target the light soldiers first and then lay into the enemy gripping the Riot Shield. At this range it should only take a shot or two from the Moss to defeat the guy with the Riot Shield. Finish the job with hand-to-hand and then quickly pick up the shield.

Four more soldiers are down the connecting hall. With the shield in hand, Nate can walk forward and target each enemy with his pistol. The path is cleared before he knows it. With shotgun ammo low, now would be a good time to pick up the dropped AK-47.

Two more enemies stand between Nate and the temple's main chamber. The first makes his presence known at the next set of stairs. Have Nate's weapon of choice ready and down the shotgun soldier.

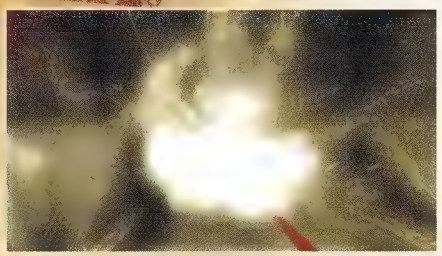
BLOWN AWAY - PART DEUX

The hidden, shotgun soldier sends a grenade sailing down the steps just as Nate is about to head up the stairs. Either retreat to safety or roll-dive ahead past the danger zone before the grenade explodes!

HESITATION

FAIL

Nate has to act quickly when an enemy launches an ambush. He has no time to hesitate when a grenade is about to blow under his feet and a shotgun-wielding soldier is about 10 feet away. He can either retreat to safety and launch his counterattack from there, or he can rush past the explosive and surprise the shotgun soldier with his own sudden attack. If Nate hesitates between the two options, he's dead.



At the top of the stairs a light soldier rushes toward Nate. Dive to the closest cover available only to find the enemy taking up position on the other side. This cover isn't big enough for the both of them! Use blindfire to take out the soldier until Nate is the only one left crouching.

ARMOR PLATED

Nate and Chloe are finally above ground but they are far from finished fighting. Two soldiers come forward as they enter the now-empty pool at the base of the large Buddhist statue. Take cover against the fallen pillar and pick up the nearby Pistole if Nate so pleases. Pop the soldiers one by one before moving on.

COVER

FALLEN PILLARS

Fallen pillars are often found horizontal, lying across an open space. Their length and height are the same as fallen logs, although they are usually not connected to other objects, unlike their jungle counterpart. They cover well enough against direct fire, though some elevated attacks can still hit Nate.

PISTOLE

The Pistole is a very powerful pistol. It has the strength of a shotgun and is most effective in mid- to close-range combat. The weapon is only able to hold two rounds at a time, which translates to frequent reloads. However, Nate is able to carry up to 12 shells.

Climb up to the level of the main floor to see an armored soldier enter the chamber. These enemies require a more explosive attack strategy.

Take cover behind the short statue on the right that marks the base of the steps leading to the entrance chamber. From there Nate can clearly see the armored soldier heading his way. If he has a grenade now would be a great time to use it. The blast is enough to rip off most, if not all, of the enemy's defenses. If Nate doesn't have a grenade, or a shotgun, then he can use the propane tank on the right instead. The final option is the one requiring the most skill: shoot off his helmet and follow up with a brutal headshot.

HEADS UP!

Propane Madness

Throwing a soon-to-be-shot propane tank into a group of enemies is a great way to decimate them. Blindfire is all that's required after tossing a tank to blow it sky high. Stand well back and light it up!

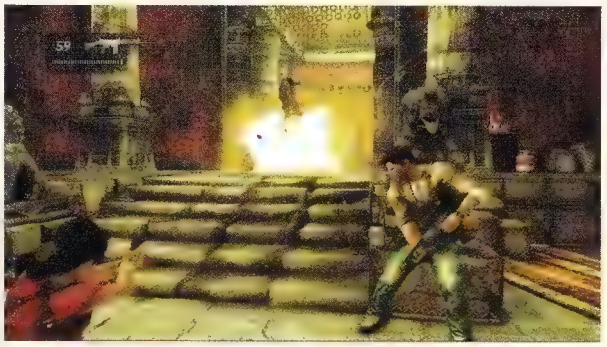
COVER

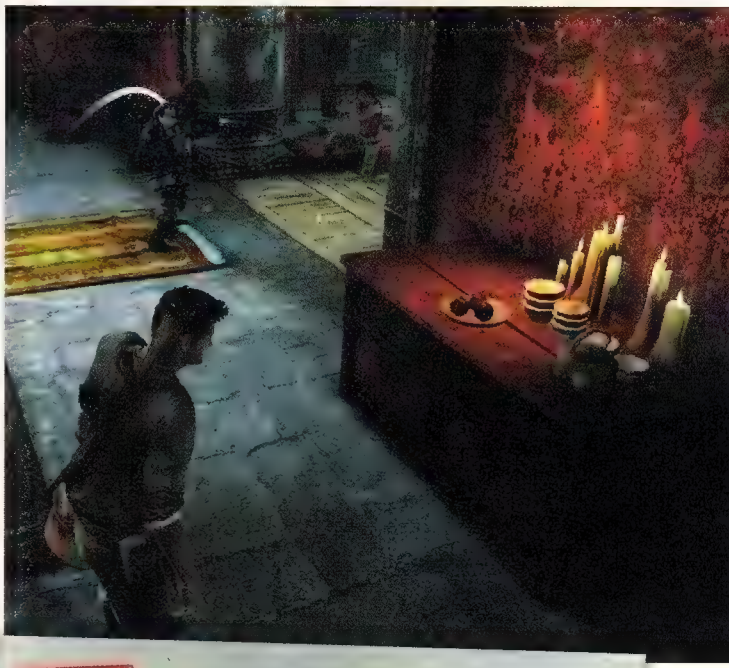
SHORT STATUES AND PILLARS

Short statues and pillars are restricting forms of cover. Their height and width is just enough to cover Nate but do not allow for any movement other than leaning right or left. Enemies can be easily targeted while this cover is in use, but Nate is flanked very easily.

If you choose to use the propane tank, allow the enemy to pass by and focus his attack on Chloe. While he's distracted, grab the tank and toss it his way. When it's about to land, set it off with a quick shot.

Whether Nate uses a grenade or the propane tank, the armored soldier still requires a few follow-up rounds before the enemy is downed.

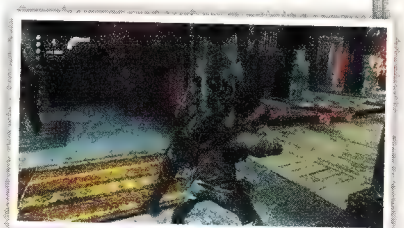




HEADS UP!

Easy Way Out

Sure, Nate can blow off the soldier's armor and look cool as he heroically defeats the enemy. The other option is to just run around to the back of the armored beast while he's distracted and perform a stealth kill. It's not as glamorous, but it sure is a hell of a lot easier.



WEAPONRY RECOMMENDATION

Classic Combo

The fight ahead is all about keeping hidden and picking off enemies from afar. The classic combination of a pistol and a rifle is going to be Nate's best bet. So pick up a FAL and 92FS and gather any available ammo. Nate's going to need it.

REACH ELENA AND JEFF 2

A LITTLE HELP, PLEASE

Pass through the entrance chamber and pick up the three Mk-NDIs and the 92FS sitting on the desk to the right. Walk out to the temple courtyard and take cover behind one of the short stone pillars. Nate can see Elena and Jeff taking cover to the right and three soldiers firing at them from the left. Elena's not exactly the type of lady who needs to be saved, but with the current odds, things aren't looking good.

HEADS UP!

Extra Explosive

For a little extra bang, grab one of the propane tanks from the entrance chamber and take it outside. Line the tank up with the group of enemies on the left side of the courtyard and let it fly. Blast the tank just as it lands to wipe out at least one of the soldiers.

Take out the standard soldier. Once he's down, move on to the two snipers that have appeared in windows on two sides of the courtyard. One is stationed in the upper window directly across from Nate and the other is in a window to the right. If Nate goes anywhere he is caught in at least one of the sniper's line of fire. They have got to go.

From Nate's current position he has a great view of the sniper to the right. Once he's out of the picture, aim for the sniper across the courtyard.

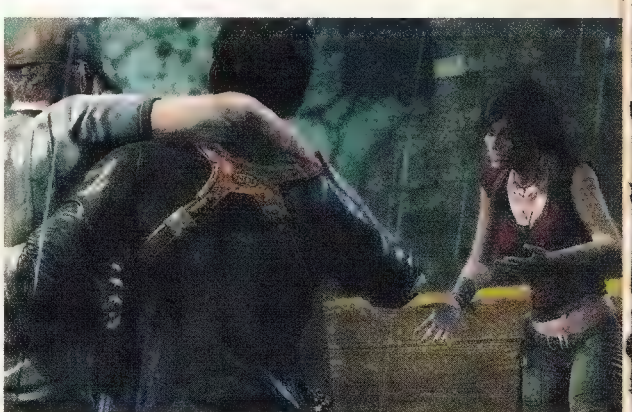
A shotgun soldier and a light soldier join the two light soldiers already on the ground. Nate can either stay at the top of the stairs and remove the soldiers from a distance, or he can close in a bit by taking cover along the short pillar or the tractor bed on the right. From these positions it's not difficult to down any of the enemies entering from the back left side of the courtyard.

COVER

TRACTOR BED

Tractor beds are just barely tall enough to cover Nate's crouching form. Cover can be taken against all sides of the bed. Tractor beds are found in open areas and are dependable when working across large spaces.

Once all the enemies have been defeated, head to Elena and Jeff. The cameraman has been shot. He can stand with Nate's help but he's in no condition to fight. Chloe wants to ditch him, but Nate just can't bring himself to leave anyone behind.



Chapter 11:

KEEP MOVING

The temple's secrets were well-protected, but in the end they proved their worth. With the location to Shambhala marked on his map, Nate is one step closer to the Cintamani Stone. Lazarevic, however, isn't far behind.

OBJECTIVES

1 Escape with Jeff

2 Run from Lazarevic's Men

THE CITY

1 ESCAPE WITH JEFF

The group made it out of the temple courtyard alive—barely. Jeff was wounded and they desperately need to get him medical attention. Although the courtyard has been cleared, there are still plenty of Lazarevic's men roaming the city, and all of them are gunning for Nate and company. Getting the injured cameraman out of there is going to be tricky.

LEAN ON ME

The group is spotted as soon as they move out. A squad of light soldiers immediately fires on them. Head to the left and stand behind the pile of wood boxes with Elena. She and Chloe eliminate a few of the enemies before the latter kicks the door open for Nate. Follow the shouted orders and head inside.

HEADS UP!

Heavy Burden

Jeff is a full-grown man, and as such, he weighs quite a bit. It's impossible for Nate to do any serious fighting while helping the injured man walk. The only thing Nate can do is use his pistol. He cannot take cover, use his long gun, dodge roll, or even run.

KNOW YOUR PLACE

Nate's role is to be Jeff's lifeline and make sure he stays alive. It is Chloe and Elena's job to keep the men moving and out of the line of fire. They are the ones focused on fighting and navigating, not Nate. He can help pick off some targets, but if he tries to help Jeff and lead the way while doing all the fighting, he is sure to get himself and everyone else killed. Keep running while taking down only soldiers that pose an immediate threat and get Jeff to safety!

Pass through the room and pick up the 92FS ammo. Chloe takes the lead and heads back outside. A light soldier appears just as Nate is about to reach her, followed quickly by a shotgun soldier. Pick off the shotgun soldier, he poses a more immediate threat, and let Chloe handle the light soldier.

More of Lazarevic's men appear at the top of the stairs. Drop the soldier trapping Chloe and duck back out of the line of fire. Let the ladies finish clearing the area and then follow them up the stairs.

Carry your charge down the connecting alley. It's good that Chloe and Elena have taken the lead and secured the path; that quickly changes as a truck crashes in, blocking the exit. Stay out of the turret fire while Elena opens a nearby door. Rush inside with Jeff in tow and Chloe following closely behind.

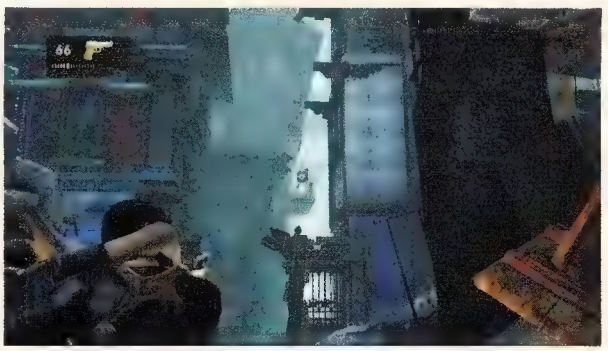
The gate at the end of the crumbling room is locked, barring them from going any farther. Elena tries to get the doors open and is blindsided by incoming RPG fire. She's OK, but Nate has to eliminate the RPG soldier quickly to prevent a second, deadlier round of RPG fire.

Another truckload of soldiers skids in past the gate as turret fire rips through the broken buildings. Remain out of the line of fire and follow Elena into the building on the right. Don't slow down as another truck enters the scene. Enter the building to the right and climb the dark stairwell to reach a small, enemy-free room.

The only way to continue is to leap down to street level. Nate and the ladies can make the jump, but Jeff's wounded condition prevents him from being able to clear it. Chloe's vote on the matter is obvious, but Nate and Elena refuse to leave Jeff behind. The group can hear someone coming and Chloe takes her position against Nate. No one in Lazarevic's camp knows she's with Nate and being seen working together won't be good.

Flynn enters the room, demanding that Nate and Elena drop their guns and ordering Chloe to be escorted from the room. Lazarevic makes his ominous entrance, finally coming face to face with Nate. He takes the golden phurba easily and passes judgment on Jeff.

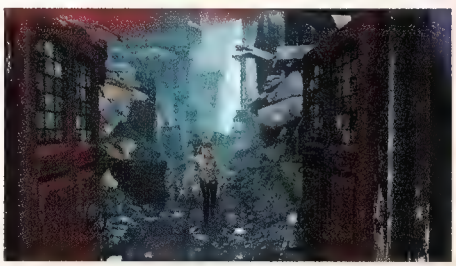
The warlord demands to know what Nate found in the temple. Drake agrees to reveal everything provided he releases Elena. This plan probably would have worked if Nate didn't have a map pointing directly to Shambhala. Map in hand, Lazarevic makes his exit.



Nate and Elena are left alone with Flynn and his men. As the traitor tries to force Elena up, she punches him—hard. This is their chance to escape!

RUN FROM LAZAREVIC'S MEN 2

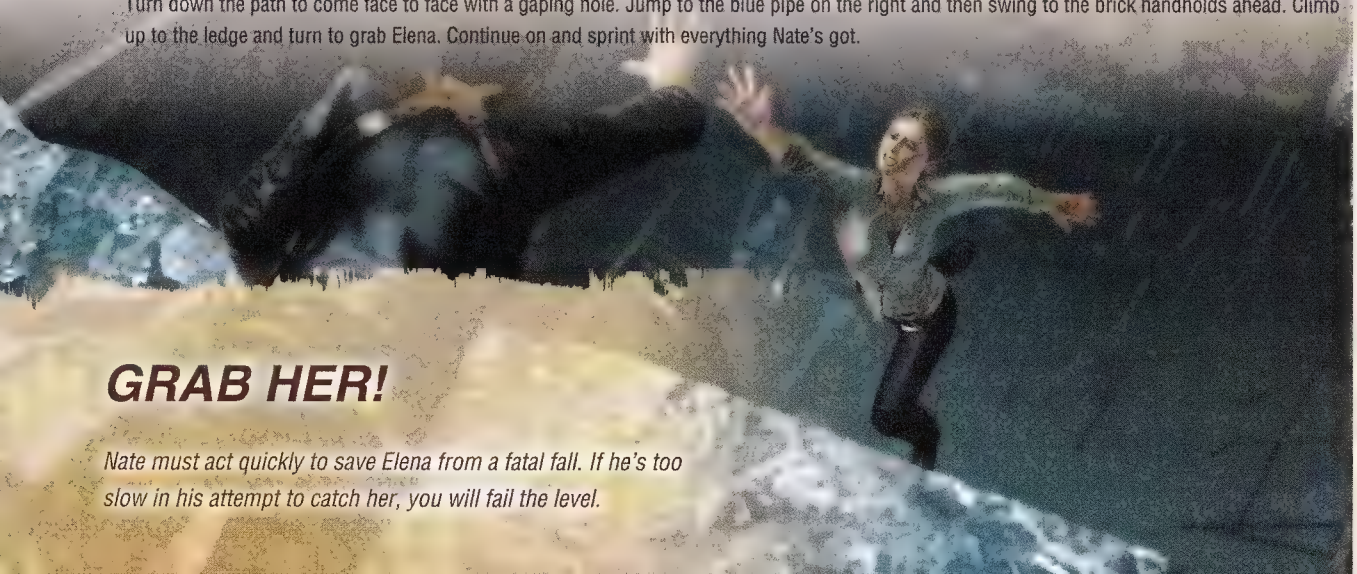
DON'T LOOK BACK



Jump out the broken wall and down to the street below. Start running and don't stop. Hop over the metal railing to the lower street and turn to speed through the destroyed building as a sniper takes aim at Nate's back. Evade the laser to stay out of the deadly fire. If Nate is taking too much damage, there are a couple of locations where he can stop and take cover. The first is the wall to his right immediately after leaping to the lower street. Another "safe" location is inside the building where the entry gate was blown away by the RPG soldier. Nate can rest directly under the standard soldier inside the entrance.

Run out of the building and into the small alley. Don't hesitate as RPG fire slams into the wall on the right. Before leaving this position, feel free to rest up a bit more if necessary. A helicopter is seen overhead as the two jump down to the next alleyway. Before they can take two steps after landing, an enemy truck cuts them off.

Turn down the path to come face to face with a gaping hole. Jump to the blue pipe on the right and then swing to the brick handholds ahead. Climb up to the ledge and turn to grab Elena. Continue on and sprint with everything Nate's got.



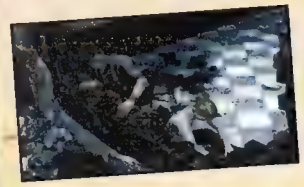
GRAB HER!

Nate must act quickly to save Elena from a fatal fall. If he's too slow in his attempt to catch her, you will fail the level.

A TRAIN TO CATCH

Chapter 12:

Chloe sided with Flynn, Lazarevic killed Jeff, and Nate and Elena are running for their lives. Things can't get much worse. The pair needs to take a break and assess the situation, and that's just what they do.



OBJECTIVES

1. Fight through the Courtyard
2. Catch the Train

THE CITY

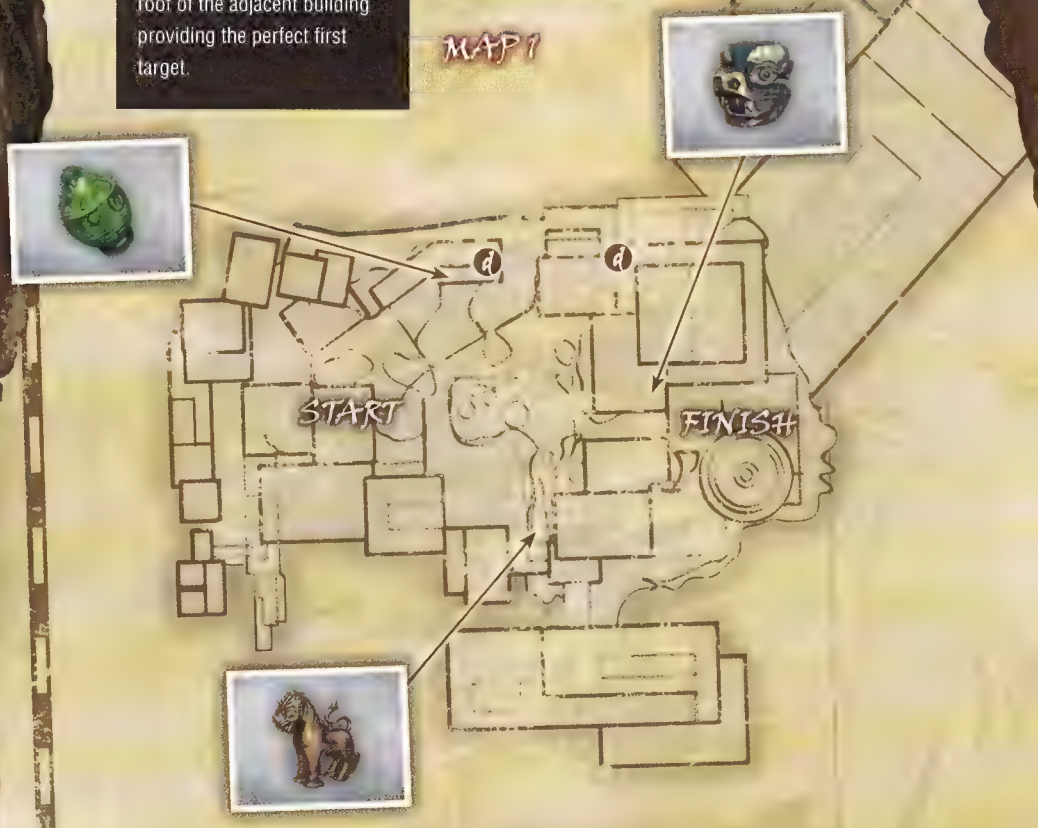
1 FIGHT THROUGH THE COURTYARD

Nate and Elena hide in one of the area's many abandoned buildings and wait for the scene to clear. Nobody follows them, allowing a brief respite from the pursuit. Nate regrets pulling Elena into the conflict, but she won't have it. She and Jeff knew the potential dangers when they began the investigation.

Nate tells Elena that he's going after Chloe. She's at the rail yard and not too far from their current location. Elena's not sold on the idea, but has enough faith in Nate to go along with him regardless.

READY TO RUMBLE

The rail yard is close, but that doesn't mean it's going to be easy to reach. Just outside the room, two light soldiers, two standard soldiers (one helmeted), and one armored soldier are patrolling the square. One of the standard soldiers climbs up to the roof of the adjacent building providing the perfect first target.



MAP 2
LEGEND
d
f
h
k
l
START
FINISH
l k f
l k f h
h f k
MAP 3
START/FINISH
SINGLE PLAYER WALKTHROUGH
CHP 11-15

NO GUNS, NO GLORY

Nate doesn't have any equipped weapons at the moment, so dropping into the courtyard and taking on the well-armed squad of soldiers is not going to turn out very well.

Jump to the signs on the left and navigate over to the damaged building. Sneak up behind the soldier stationed there on the roof and execute a stealth kill. Pick up the dropped Mk-NDI and 92FS and get ready to do some hunting. Clear out the square and collect any 92FS ammo while waiting for Elena to catch up.

Expert Ninja

It is possible to stealthily kill all the enemies in the square if Nate targets them in the correct order.

1. Snap the neck of the standard soldier that climbs to the top of the adjacent building.

2. Drop to the building's ground floor and take cover beneath the gaping hole facing the courtyard. The light soldier enters the building and casually passes by Nate. Wait for him to be out of his comrade's line of sight (outside) and snap his neck from behind.

3. Wait for the nearby soldier to wander away and move to the other side of the broken building to find another light soldier. Approach him from behind the concrete slab and perform another stealth kill.

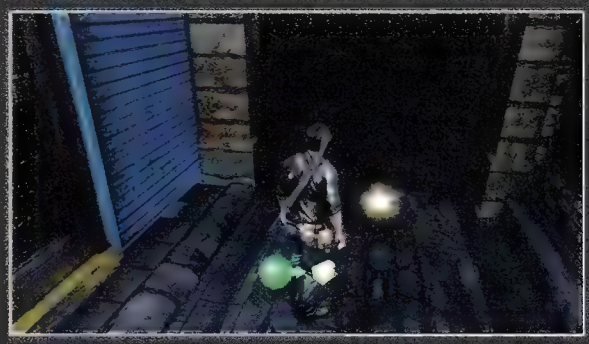
4. The helmeted standard soldier and armored soldier are last. Wait until the armored soldier is crouching in the corner and watch for the standard soldier to approach him. It's time to move. Run up behind the standard soldier and execute a stealth kill.

5. As soon as he's down, repeat the action on the armored soldier.

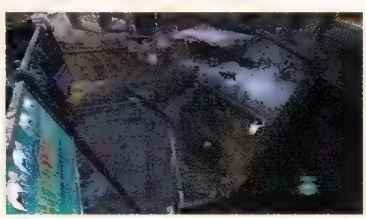
There! Five stealth kills in a row! The Expert Ninja Medal, $10,000, and Bronze Trophy are your rewards.

Nepali Bronze Lion—Easy

After clearing the square, drop to the ground and head right across to the gated alley ahead. Snap up the glimmering treasure at the back of the alley.

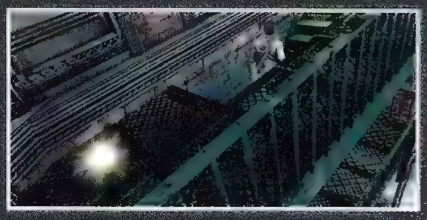


Boost Elena from the broken building's rooftop to its fire escape. She picks up the pistol lying on the fire escape as Nate climbs up to meet her. Jump to the neighboring building and make sure Nate's 92FS ammo is fully stocked. If not, pick up the pistol on the roof.



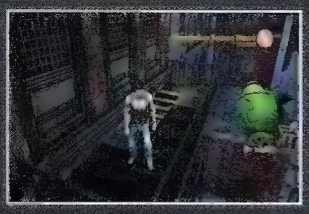
Yuan Dynasty Lotus Jar—Medium

Don't jump to the neighboring building just yet. There's still more to see on this fire escape. Climb up to the top to find a glowing treasure resting in the back corner.



40 Intermediate Fortune Hunter

Collecting 40 treasures is not something just anyone can do. Some hunters never get more than one! Finding 40 is worthy of a Medal, the Intermediate Fortune Hunter Medal, in fact. You're also awarded $10,000 and a Bronze Trophy.



A boarded gate blocks Nate and Elena's progress. Nate can shoot off the wood planks if he has a decent angle. Backtrack slightly and jump to the street lamp in the middle of the courtyard. Swing onto the orange sign ahead and vault to the other side. Nate has a good shot at the door from this position. Shoot off the boards and vault back to the other side of the sign.

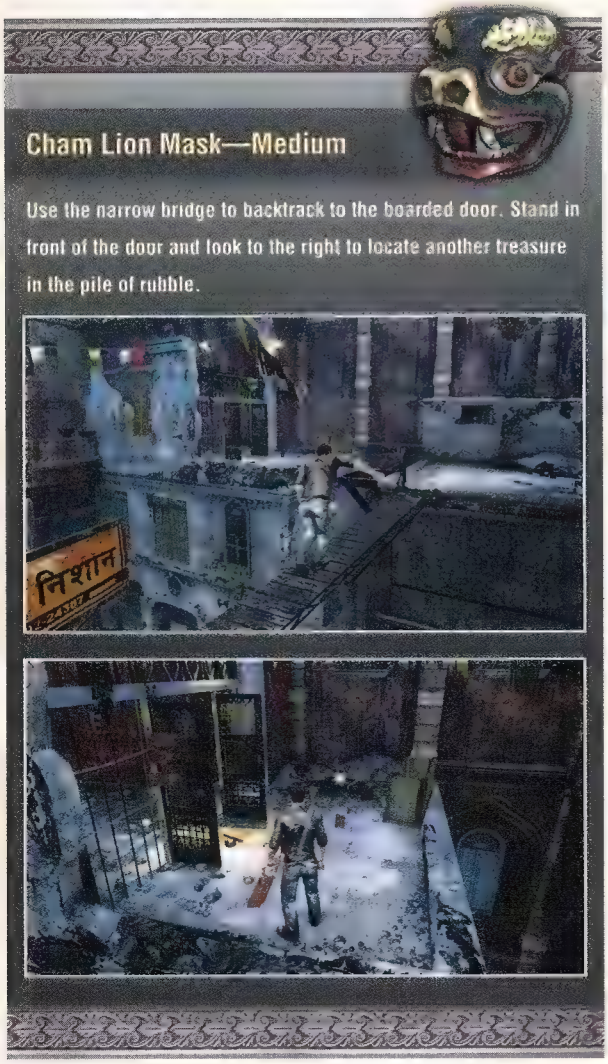
Four soldiers enter ahead. Two move over to the roof in front of Nate while the other two take their positions in front of Elena. Use the small propane tanks in the plastic crates to eliminate the two soldiers in front of Nate. Use the pistol to finish the job.

There is another propane tank near the roof's ledge to take out the remaining two enemies. Fire at it to obliterate the soldiers and wipe out the unlucky survivors—if there are any.

Vault over the sign and prepare for the three enemies entering ahead. There is one sniper soldier, one standard soldier, and a light soldier armed with a Micro-9mm. There are no propane tanks here, but Nate should have no trouble clearing them out with his pistol.

Drop to the smaller sign and face the buildings on the side of the courtyard as three more soldiers appear. Pick them off from the sign, starting with the soldier on the left.

Elena lowers a nearby bridge when the area is finally secure. Grab the bridge and use it to reach the soldiers killed during the first wave. Snag the dropped FALs and climb the rickety ladder leading to the water tower.



Cham Lion Mask—Medium

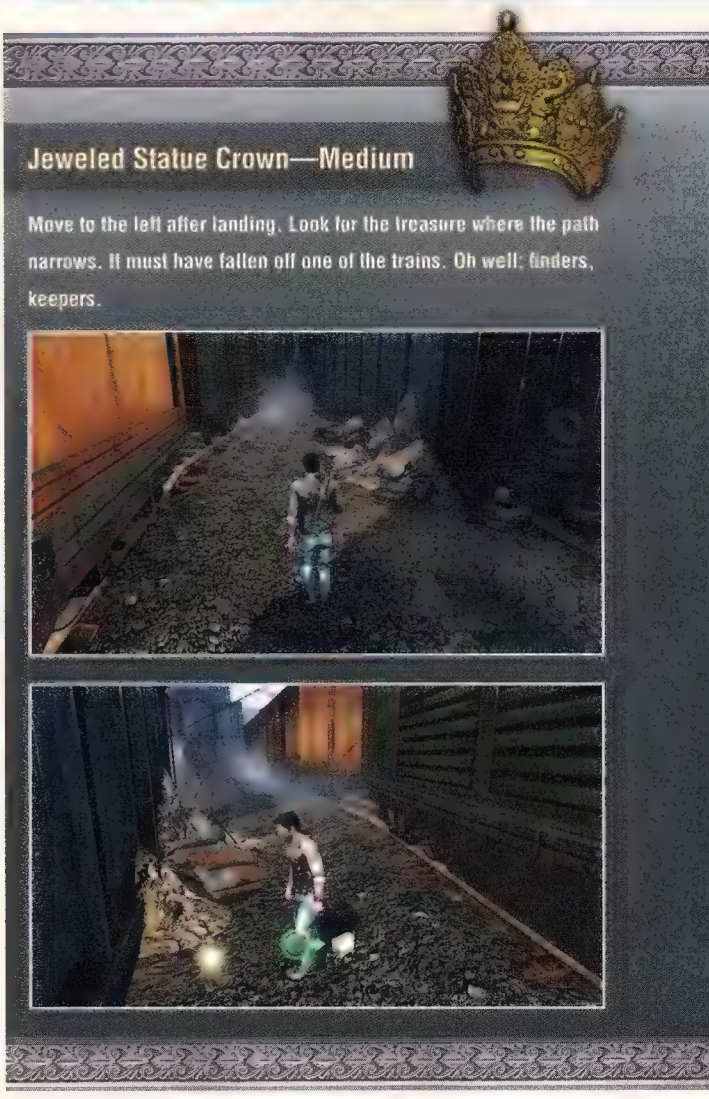
Use the narrow bridge to backtrack to the boarded door. Stand in front of the door and look to the right to locate another treasure in the pile of rubble.

Nate and Elena can see the rail yard from here. Chloe and Flynn are ahead, but the area is swarming with enemies. Don't worry; Nate has a plan. Like Elena hasn't heard that before.

CATCH THE TRAIN 2

ALL ABOARD!

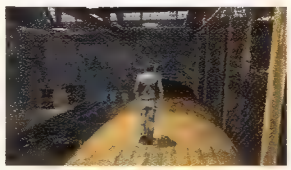
Chloe's train is about to move out; the pair has got to act quickly. As Elena dashes to the right, Nate must sprint to the left. Hop up to the wire overhead and ride it down to the rail yard.



Jeweled Statue Crown—Medium

Move to the left after landing. Look for the treasure where the path narrows. It must have fallen off one of the trains. Oh well; finders, keepers.

Move the cart away from the door into the storage building. Enter the building and climb onto the train on the right. Proceed until Nate is standing in front of the large windows at the opposite end of the building. Hop onto the towering metal crates on the left and then transfer to the next train.



Walk back to the metal walkway. Hang from the railing on the right and then lean back. Leap to the wood platform and then climb into the train car. Pull the lever at the front of the car to release the brakes and send it crashing into the open yard.

Three-Stone Coral Ring—Hard

Hold it! There is a piece of treasure to collect before Nate hangs over the metal walkway railing. Look for the rusting beam at the end of the walkway and follow it along to the left. Leap up to the metal bars overhead and continue to the left. Swing from the last bar to a large vent where you'll find the last treasure in the rail yard.

HEADS UP!

Brutal

This fight is wicked. The key to getting out of here alive is knowing which weapons are available, as well as making heavy use of blindfire.

There are three Dragon Snipers on each end and the center of the train; two FALs along the front of the car; finally one Pistole is along the front of the train to the right, while another is between the two FALs.

Whatever you do — STAY UNDER COVER. When a Shotgun Soldier approaches, don't stand up and aim. Instead, slide along the wall, staying under cover, and then blindfire at him with a Pistole. Using this strategy, you'll be able to easily and safely attack nearby enemies.

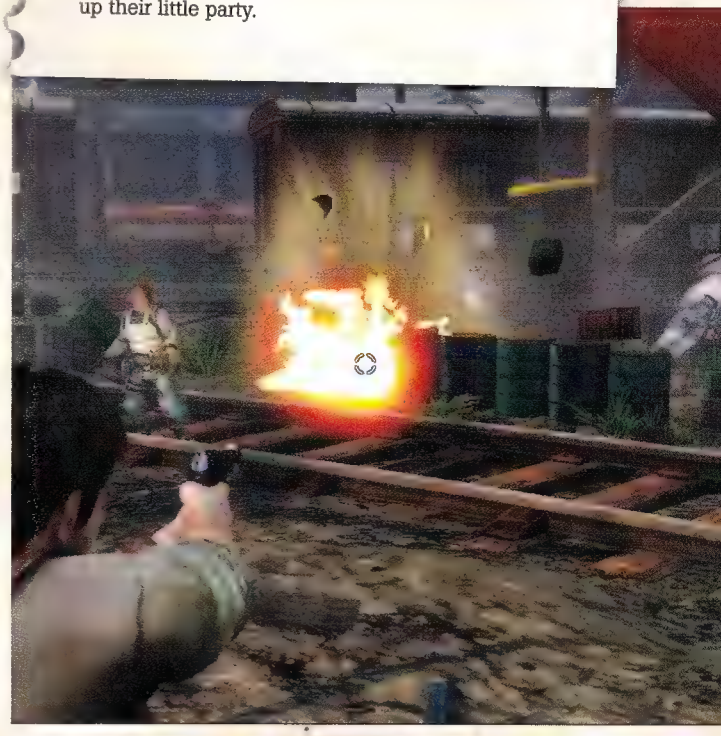
Nate has landed right in the heart of enemy territory. There are countless soldiers in the rail yard and they are all targeting Nate. The first wave pours from the front. The four soldiers gathered around the destructible boxes and blue barrels initiate the attack. Use the FAL and whatever Nate's current pistol is to pick off as many of this first squad as possible.

More soldiers appear ahead, but keep an eye on the shotgun soldier entering from the right. Once he sweeps in, switch your target to him; he's a threat. Terminate him as quickly as possible. If ignored, he will find his way into the train car, and Nate does not want to find himself cornered.

HEADS UP!

Set Ablaze

Yes, yes, Nate does have five grenades at his disposal, but when five Mk-NDIs just aren't enough, go for one of the six sets of propane tanks scattered around the rail yard. The first one to catch Nate's eye is right in front of the first four soldiers. Target the tanks to break up their little party.



FAIL

JUST DON'T

Do not leave the train car! *Don't do it. Nate is probably itching to rush out and work the rail yard, but do not listen to him. As soon as he steps outside, all enemies train their sights on him and multiple sniper lasers suddenly produce glowing dots on his head. There is very little cover and by the time he can reach it, he's dead.*

Going Blind

If Nate wants to make this fight go a little more smoothly, remain behind cover for the majority of the battle and unleash some blindfire from the Pistole. This greatly reduces the damage risked when lining up a shot and is a quick way to eliminate incoming targets—especially those shotgun soldiers. Wait for them to approach and then fire away. When the snipers begin arriving, Nate must leave the comfort of his cover, but only temporarily.

It isn't long before a sniper soldier to the left of the train targets Nate. As soon as he sees the laser, rush to the left and take cover. Pick up the Dragon Sniper and eliminate the sniper before he has time to properly line up a shot. Two more soldiers are in the area: a shotgun soldier and light. Eliminate them before switching focus back to the front of the train.

Another sniper finds and targets Nate. This time the laser sight comes from the right on a distant tower. Pick off the sharpshooter before switching weapons to wipe out the ground team.

The soldiers have started closing in on the train car. Feel free to let a few grenades fly and pick up one of the Pistoles for close-range, instant kills. Nate should have enough time to push back the wave of soldiers before the sniper on the right side of the car makes his appearance.

Take cover along the right and pick up the Dragon Sniper left nearby. Eradicate the sniper before switching targets to the three soldiers rushing Nate's position. It's time to start lighting up the propane tanks throughout the area!

Move back to the front of the car once the right side is cleared. Continue repelling the remaining enemies until two heavy soldiers enter the yard. They may look intimidating, but Nate's fine as long as he stays out of their line of fire. Stay low and hold off the soldiers until Elena arrives with the 4x4. Time to catch that train.

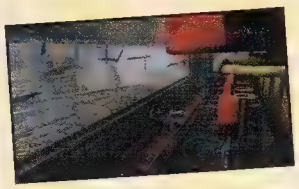
HEAVY SOLDIERS

Large and exceptionally strong soldiers, the heavies use the GAU-19 minigun and are immune to melee attacks. They have heavy duty armor plating covering their entire body allowing them to take an exceptional amount of damage. The armor is susceptible to shotguns, explosives, and high-powered weapons like the Desert-5, Wes-44, and the Dragon Sniper. Emptying a few sniper rounds into their heads is a great way to take them out. Knock off their helmets with the first shot to expose their heads and follow it up immediately with a subsequent shot that puts them out of commission—for good.

LOCOMOTION

Chapter 13:

Nate's quest to save Chloe has thus far put him through the wringer. He was almost shot by Flynn and company, ran weaponless through enemy-filled streets, survived an entire fight hanging from a sign, fought off a small army of soldiers from inside a broken train car, and is about to jump onto a speeding locomotive. And he wonders why Elena questions them continuing after the woman?



OBJECTIVES

1. Get Past the Turret
2. Safely Reach the Tunnel

TRAIN

1 GET PAST THE TURRET

Elena speeds through the rail yard, picking up Nate as she passes. They race along the side of the train, Nate hanging out the back of the 4x4, ready to jump. Elena gives him a helping hand and he's on the train. Now he just has to reach Chloe.

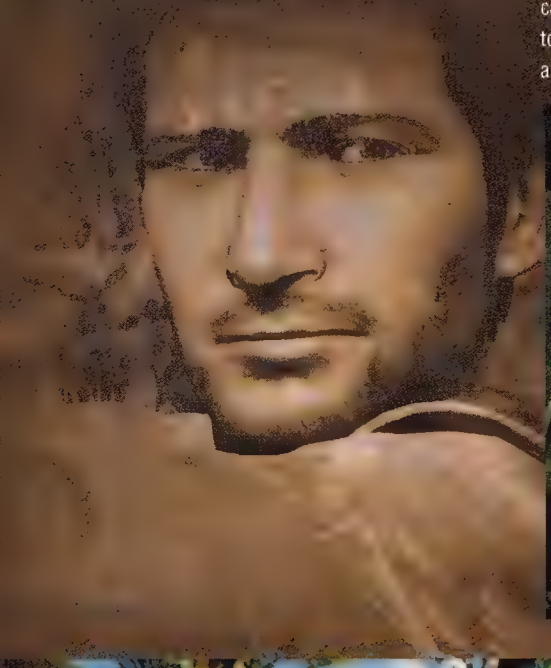
SCENIC ROUTE

Climb along to the left and up the handles to reach the top of the train car. Nate can see that the train goes on for quite a ways. Chloe's in one of the front cars, meaning Nate's got plenty of distance to cover before he reaches his mark.

Miniature Bronze Stupa—Medium

Hop inside the train car through the open window to the right of the handles. Move to the rear of the train and out onto the end of the caboose. There, Nate finds a glowing treasure.

Move to the front of the car and leap down to the next one. The large oil tanker in front of Nate can be navigated using the yellow pipes that run along its right side. Grab onto the pipe and move toward the front of the tank. When he can't continue along the pipe, hop up to the bolted ledges and then move over to where the next pipe begins.



Turn and leap to the next car in front of the tanker. Hop over the tarp-covered boxes and pick up the 92FS and two AK-47s resting against the metal storage box. Nate is in desperate need of the weaponry, as he currently only has whatever he was holding at the end of the rail yard fight.

Climb the ladder ahead to reach the top of the next car. A standard soldier is stationed just ahead. Execute a stealth kill to avoid alerting the enemies on the next two cars. Once dead, this enemy drops an M4 carbine.

M4 CARBINE

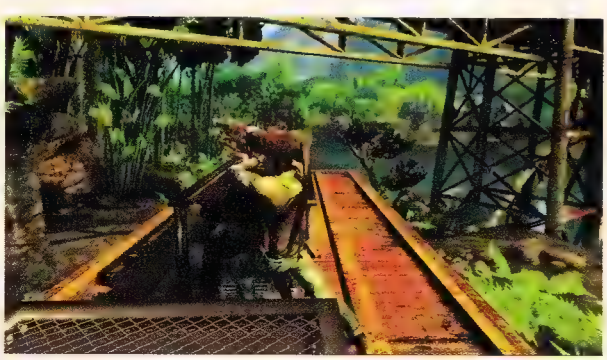
The M4 Carbine comes equipped with a 32-round clip, and Nate is able to carry a total of 152 rounds. The high fire-rate and accuracy of the M4 makes it a reliable weapon in both close quarters combat, as well as long-range targeting. Although M4s have selective fire, the particular model used by Lazarevic's men is always set to automatic.

COVER

TARP-COVERED BOXES

This form of cover provides full-body protection against enemy attacks. Its height is enough to guard against aerial fire and its width gives Nate a decent amount of mobility.

Drop to the next car and take cover against the tarp-covered box. From this position, Nate can easily target the light soldier, shotgun soldier, and standard soldier that begin to approach.

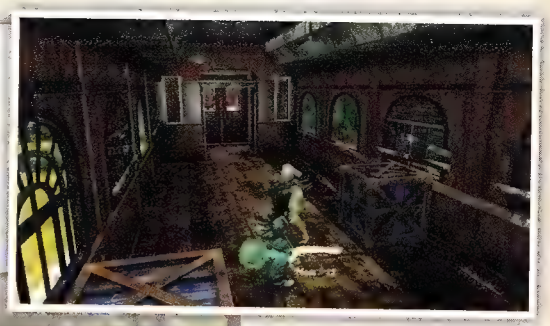


While Drake can take out these enemies safely from behind cover, another, stealthier option is also available. By carefully watching the patrol patterns of the enemies ahead, Nate can sneak up and stealth kill all three of them before they see him. Wait until they're each looking off into the distance, out a window or off the edge of the train, then sneak up behind them, one by one, and break their necks. The closest enemy drops a stealth-reward grenade, making Nate's further progress easier.

Enter the car ahead after stocking up on M4 ammo. Once inside, pick up the Mk-NDIs on the wood box to the left. A soldier jumps through a window near the back of the car and grabs Nate. Fight him off with a melee combo.

No Gauges Needed

In addition to the Mk-NDIs, there is also a Moss 12-gauge. Leave the shotgun and stick to the M4, as there are plenty of targets ahead and the small amount of ammo provided by the Moss is not going to cut it.

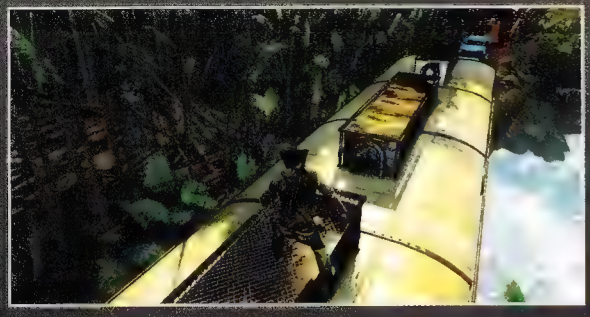


TURRET RUN

The door at the end of the car is locked from the other side. Jump out the last window on the right. Don't worry about Nate falling to his death. There is a ledge just on the other side of the window that he clings to. Climb the handles to the top of the car and look down to see enemies stationed in the cars ahead.

Yama and Buffalo Statue—Medium

Once Nate has climbed to the top of the car, walk back along the roof and pass by two of the three air vents. The treasure can be found in the gap between the second and third vents. It can be a bit difficult to see in the bright sunlight, but it's there, twinkling away.



Adept Fortune Hunter

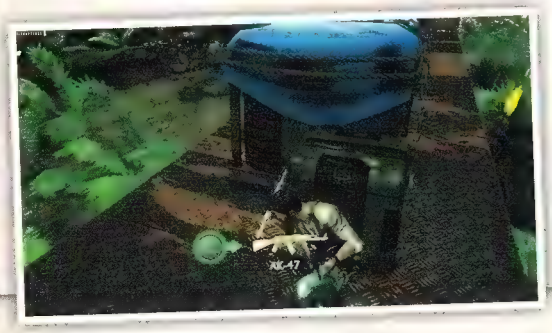
After collecting that last statue, Nate earns the Adept Fortune Hunter Medal, awarded to those holding 45 treasures in their collection. Along with the Medal, he also gets $10,000 for his bank account.

Drop to the next car and sneak along the right side of the tarp-covered boxes. There is a patrolling standard soldier who eventually leans up against the left-hand side of the last box on the flatbed. Sneak up and stealth-kill him. Nate could just shoot him outright, but this would alert the enemies in the next train car.

WEAPONRY RECOMMENDATION

Forget It

The AK-47 resting against the compact metal storage box at the beginning of the car can stay right there. When compared to the M4, the AK-47 just doesn't have the same firepower. Why downgrade?



Now, you have another choice –frontal assault or a stealthy infiltration.

FRONTAL ASSAULT

Take cover against the doorway at the start of the next passenger car. There are two enemies inside that Nate can easily mow down with his M4.

Turret fire pours in from the next car. Between the rounds of fire, dash to the wood box on the right side of the car and grab the grenades. Leave the AK-47s. Keep moving to the end of the passenger car and target the additional two soldiers in the car ahead. Toss a grenade their way and terminate any survivors with a grenade.

WEAPONRY RECOMMENDATION

Choose Your Weapon

Pistole, 92FS, or Micro-9mm—these are Nate's pistol options. He can choose to keep his current 92FS, pick up the Micro dropped by the downed light soldier, or grab the Pistole near the end of the car. They all work just fine for the battles ahead. However, the Micro's superior blindfire capability does come in handy for quickly removing the remaining soldiers from behind the safety of cover.

Move to the last window on the right and jump outside the train. Quickly climb to the top of the car and target any enemies on the roof.

Jump to the next car and walk to its end. Land at the back of the train car and terminate the turret gunner before removing any stragglers. Backtrack to restock Nate's ammo supplies and then move on to the next car.

STEALTHY INFILTRATION

Take cover against the doorway at the start of the next passenger car. There are two enemies inside that Nate can stealth-kill. Again, carefully watch their patterns. Wait until the Micro-9mm soldier nearest Nate is looking out the window on the left and the shotgun soldier with the pistole is at the opposite end of the car with his back turned. Stealth-kill the soldier and then quickly rush up behind the standard and stealth kill him as well. If you're quick enough, you'll be able to get them both just as two more enemies start patrolling the next car up the train. Grab the stealth-reward grenade that the shotgun soldier dropped, and then duck behind cover at the end of the car.

At this point, you can climb up onto the roof and flank the turret, taking out the remaining enemies from above. On the other hand, if you're going for the stealthiest approach, wait until the two enemies in the car with the turret ahead have their backs turned and then quickly jump to the next car and climb the yellow ladders on either side before they see you. Turn behind you and you'll see a Micro-9mm soldier patrolling the roof of the car you just came from. Sneak up behind him and stealth-kill him. Then, jump back to the roof of the turret car. Drop down one of the sides and climb down either of the short, yellow ladders until you're hanging from a ledge below the windows closest to the rear of the car. As the soldiers' patrol routes bring them near the windows, you can stealth-kill them by pulling them through the closest window and letting them tumble to the tracks below. Repeat for the other side as well.

Now, finally, you're at an impasse. The soldier on the turret is protected from the rear by two guards. Climb back up on the roof and shoot out the skylight. From here you'll have a perfect angle for a headshot. Take any survivors out with a grenade. Make sure to go back and replenish your ammo supply, grabbing the two extra grenades that were lying atop the wooden crate in the previous passenger car.

2 SAFELY REACH THE TUNNEL

HEADS UP

If you're on the roof of the passenger car when all the enemies are finally defeated, quickly look ahead of you and roll off the side of the train. A series of overhead train signal lights skim across the roof and if one hits Nate, he'll be knocked off the train. That's not good. Moving purely by hanging and climbing along the left side of the train is slow going, but the safest route.

HEADS UP!

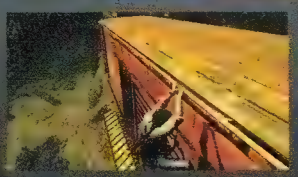
Living on the Edge

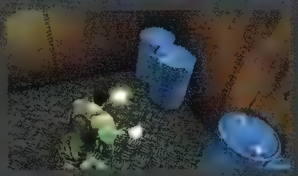
If Nate is feeling brave, which is most of the time, he can climb up between the overhead train signal lights and run along the top of the car. Once another signal shows up, drop to the left side of the train again. This is a more dangerous route, but is much faster than crawling along the side.

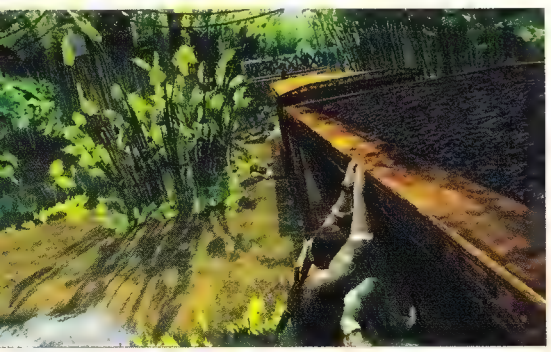
Two standard soldiers climb to the top of the next car. Stay along the side of the train and watch as an overhead signal light knocks them right off the car. Thanks signal light!

Newari Bronze Figures—Medium

Continue moving along the side of the train car once the mercs have been swept away. However, look down for a small ledge and an open door. Drop to the ledge and enter the car to locate a piece of treasure next to the blue barrels in the rear.





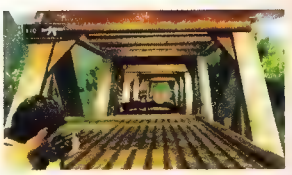


The tank on the flatbed ahead is safe to walk across. Climb over it and continue on. The car ahead begins another obstacle of train signals. This time the signal lights are on the lower right side of the train.

Grab the railing on the back of the oil tanker and follow it to the right. Ensure that there aren't any immediate signal lights as Nate makes the turn. Jump to the first bolted ledge and then hop over to the next one. Once a set of signal lights has passed, drop to the railing and continue over to the next set of bolted ledges.

Hang on the last ledge until the coast is clear and then drop to the railing once more. Follow the metal pipe around to the front of the large tanker and drop to the car floor.

INCOMING!



Climb up the ladder to the top of the next car and take cover. Three enemies are waiting to ambush you just ahead. Use a long-range weapon to fill them with lead and clear the area in no time.

As Nate lands on the roof of the next car, it gives way, dropping him to the floor. Looking back through the hole in the ceiling, he can see an enemy helicopter hovering overhead. It launches a missile into the side of the train, setting parts of the car ablaze.

HEADS UP!

Give a Little Whistle

The helicopter's missiles can kill Nate instantly if two volleys of missiles hit the car he's currently on. To avoid an untimely death, he's got to move quickly and exit his car before the missiles are launched. Each car can survive one volley of missiles, at which point it will start shaking and sparking. The second volley will destroy the car, even if Nate is still aboard. The helicopter lets out a whistle just before it releases a missile. The higher the pitch, the closer the helicopter is to attacking. This first car has already been hit by one volley, so you have only seconds to get out before the second volley hits and the car explodes.

Run to the end of the car and leap to the next one. The helicopter's missiles hit just as Nate lands. That was a close one.

LOITERING IS DEADLY

Don't stay in the targeted train car for too long. The helicopter will fire if Nate doesn't leave the car in time.

The helicopter swings around the train, moving in a half circle and firing round after round. Take cover behind one of the stacks of metal pipes whenever the enemy aircraft is attacking and rush down the train car in between bursts.

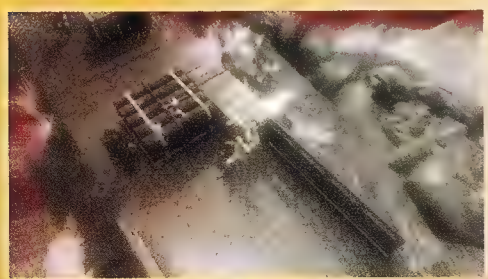
COVER

STACKS OF METAL PIPES

Often found on the train from Nepal to Tibet, this form of cover is great for protection from low flying helicopter fire. Stacks of metal pipes are very durable, wide, and easy to vault over. This combination works extremely well in situations where Nate needs solid cover that can be quickly navigated as he rushes forward.

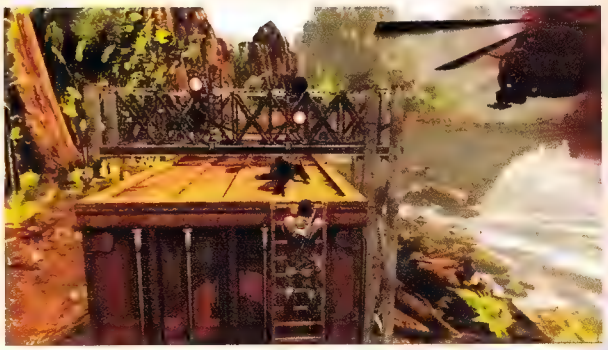
The next car holds two AK-47s and four enemies, including a shotgun soldier. Take cover against the first stack of metal pipes. The metal storage boxes to the right protect from any stray helicopter fire while the pipes stop any bullets coming from the mercs. Terminate the enemies ahead, starting with the big threat (shotgun), and move on to the tall container car ahead.

The soldiers quickly close in on Nate. Shoot them down before they can reach his cover and overwhelm him.



RUSH HOUR

Climb the ladder at the back of the car, but don't pull up to the top of the train. The overhead signal lights make a return and Nate doesn't want to be caught in their path.

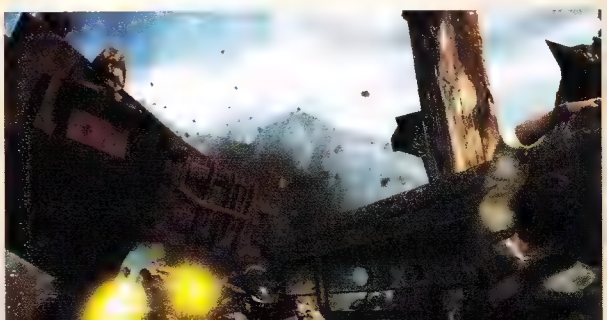


Stick to the left side of the car and climb along the length of its left edge. The helicopter hovers on the right and keeps up the attack. The fire is harmless as long as Nate remains hanging from the edge, safe behind the cover of the train car walls.

When the helicopter is on the side or rear of the container car, jump to the next car – a flatbed with two blue tarp crates on it. Run along it and jump to the next car, taking cover behind the first stack of metal pipes. The helicopter hovers over the flatbed ahead and drops two standard soldiers. Clear out the approaching shotgun soldier first and then concentrate on the others. Two light soldiers and another shotgun soldier enter from the large empty hopper car ahead. Once again, focus on the masked one first. As soon as they're down, head for the inside of the hopper car.

Grab the RPG-7 along the left wall and line up a shot at the helicopter. Once it has been hit, head for the end of the car and open the exit door. Work quickly, as the helicopter has its sights on you and is preparing to fire its missiles. As soon as the heavy door is open, jump to the next car.

As Nate makes the leap, the helicopter destroys the metal hopper car. The car breaks loose from the tracks and flies toward Nate. He's saved as the train speeds into a tunnel, cutting off both the rapidly approaching hopper and the threatening helicopter. Talk about close calls.



Chapter 14:

TUNNEL VISION

Jumping onto a train and fighting off waves of soldiers in an attempt to save Chloe seemed like a good plan while still in Nate's head, but now that he's actually here he's finding it to be quite the difficult task; and he's still only halfway up the train.

OBJECTIVES

1 Exit the Tunnel

2 Defeat Lieutenant Draza

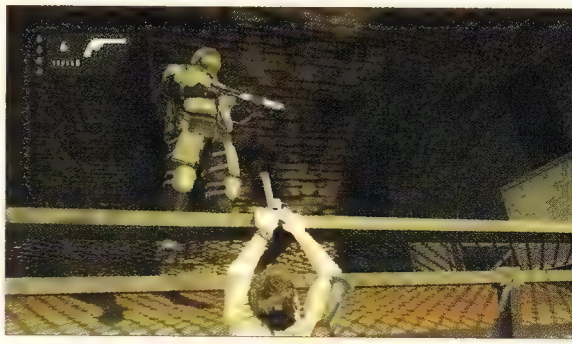
TRAIN

1 EXIT THE TUNNEL

Nate has narrowly escaped death again. How many times is that now? Inside the tunnel, he is safe from the helicopter, but not the squads of soldiers stationed throughout the cars.

RUMBLE IN THE TUNNEL

Move toward the oil tanker and grab the Wes-44 Magnum resting on the metal storage crate. Once Nate's at the tanker, climb along its railing to the right. At the end of the first railing, look up and jump to hang from the metal platform above. An armored soldier is stationed overhead. Wait for him to wander to the edge right in front of Nate and then pull him off the train. Climb up onto the metal platform and take cover.

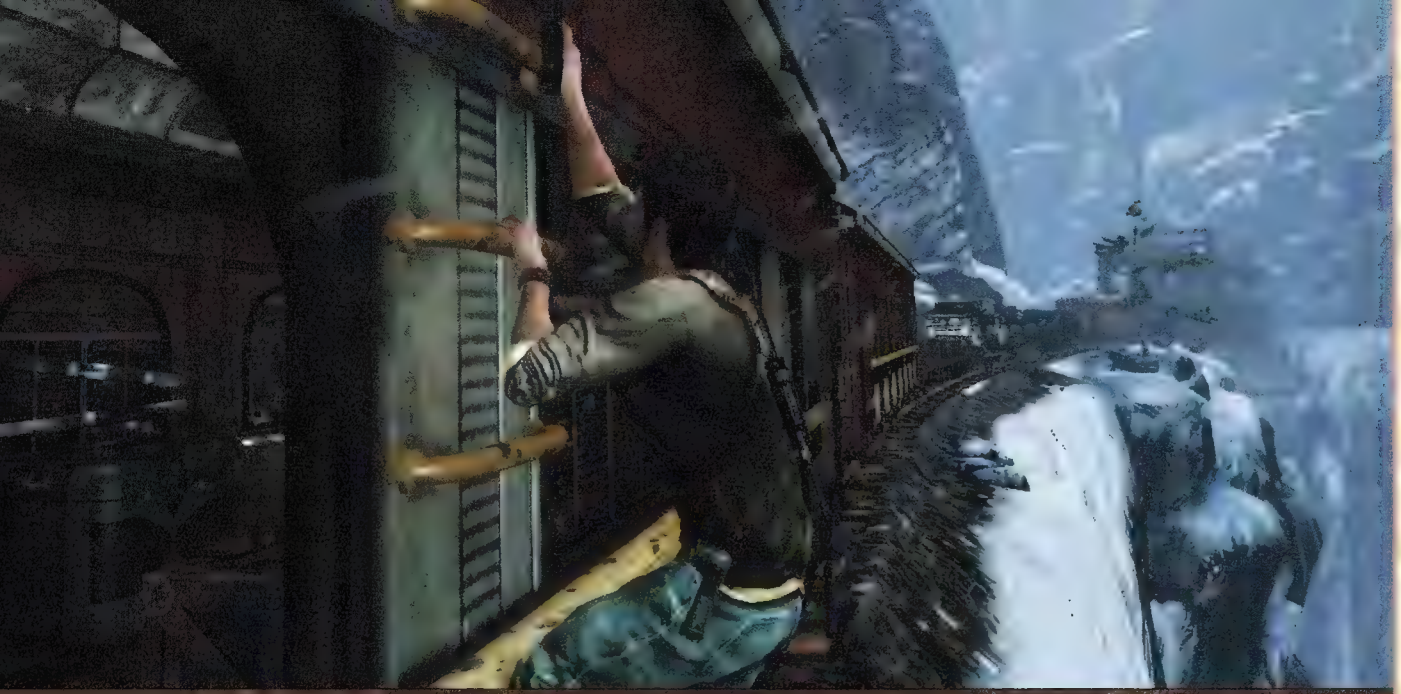


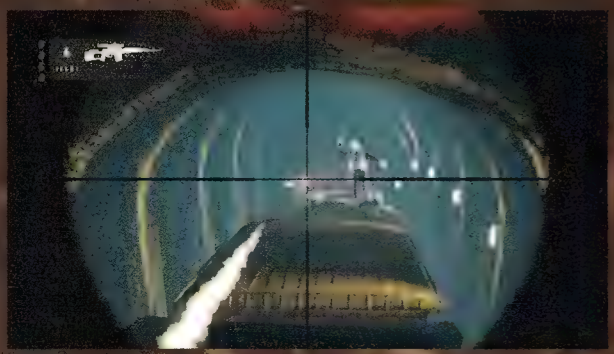
Use the Magnum to kill the light soldier and standard soldier on the next car and then grab the Dragon Sniper Rifles on the right. Collect a full load of ammunition and target the three standard soldiers approaching from three cars ahead. One or two might drop into the train car below as Nate is targeting them. Don't worry. He can take care of them later.

HEADS UP!

Steady Now

Although sniping is normally simple, sniping on a moving train is more of a challenge. The twists and turns of the tunnel prevent Nate from holding a target in his sights for more than a few moments. Make the turns work for Nate. Instead of allowing his aim to stray off-target as the train rounds a corner, predict the location of upcoming targets. When there is a left turn approaching, keep to the left; when there is a right turn, keep to the right. As the turn is being made the sight flows with it and moves on, or very near, the target.



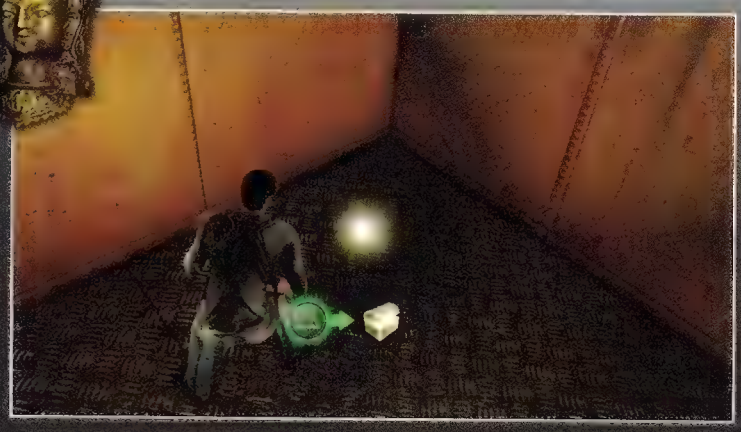


Switch to the Wes-44 and jump onto the coal-filled container, replacing Nate's Dragon Sniper with an M4. Move ahead and stop short of the next car. A standard soldier pulls up onto the top of the train ahead. Eliminate him as well as the enemy behind him. Shortly after Nate starts firing, a signal light passes over the left half of the train. If Nate's in its path, he's dead.

Leap onto the car ahead. Another signal light approaches, and this time it's on the right side of the train. Avoid the lights as they zoom over alternate sides of the train and continue to the next car.

Gilded Bodhisattva Statue—Medium

Before leaping onto the car ahead, drop to the left side of the previous one and look for the small ledge and open door as before. Enter the barren car and move to the front to pick up a brightly shining treasure.



Head for the end of the boxcar and drop down to enter the passenger car ahead from the rear. Try hard not to be seen by the enemy. If Nate wasn't able to pick up any dropped M4s on the way here, then he is hurting for ammo. A large firefight is not going to work in his favor. Take the enemies by surprise while remaining stationed at the doorway. They drop quickly.

WEAPONRY RECOMMENDATION

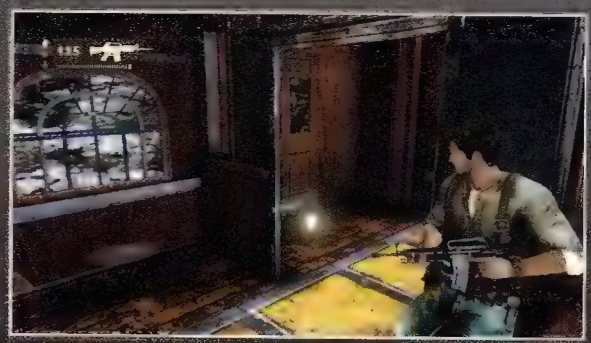
Power versus Convenience

The last fight left at least one M4 without a home. However, the stationed weapon pick up for the area is an AK-47. The next two cars also have only AK-47s. It's up to you whether you want more plentiful or more powerful ammo.

When the car is clear, continue up the train. Pass over the next car and head for the passenger car, which happens to be surprisingly empty.

Tibetan Saddle Ring—Easy

A glowing treasure is near the closed doors at the end of the passenger car. Pick it up before rushing ahead to save Chloe!



DEFEAT DRAZA 2

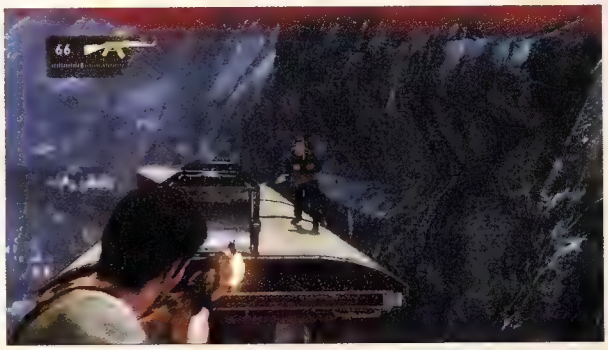
YES, SIR!

Use the metal storage crates to climb up and out of the passenger car through the skylight. The train rolls out of the tunnel and into the crisp mountain air. Ahead, Lieutenant Draza sends out his men to cover the cars between him and Nate. Quite a few soldiers, including two armored soldiers, make up the party.

LIEUTENANT DRAZA

The enemy commander stationed on the train is none other than Lazarevic's right-hand man: Lieutenant Draza. He has been trusted with not only protecting the golden phurba, but also eliminating Nate. He is superbly confident in his abilities and has the muscle to back it up. He is not someone to be taken lightly.

A standard soldier and light soldier climb to the top of the next car, while another standard soldier climbs the car just beyond that. Take out the three of them before heading inside the first car and removing the armored soldier.



The place is fully stocked with weapons, which can only mean one thing: powerful enemies. Grab the AK-47s and Mk-NDIs before moving to the next car.

Quickly duck behind cover near the doorway and look out for the armored soldier, standard soldier, and shotgun soldier at the end of the car. Make use of the newly acquired grenades and follow up with rifle fire. Another armored soldier and a standard soldier are just beyond the car. Pick up the Pistole resting on the metal storage box near the end of the car and terminate the remaining foes.

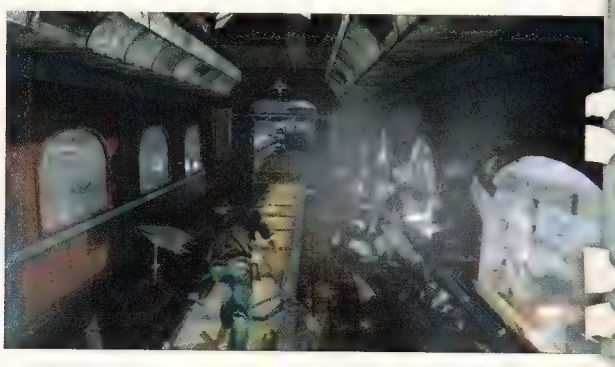
BACKDOOR

Nate may notice some of the enemies leaping out of the passenger car windows during the gun fight. They aren't giving up on life and leaping to their deaths! They are actually climbing up the train to flank Nate by either shooting at him from the skylight or sneaking around to target him via the back door.

Continue along the train until Draza makes another appearance. This time he's sending out a heavy soldier. Nate could be in some serious trouble if he didn't know just the way to remove the new threat.

First, neutralize the standard soldier stationed between Nate and the heavy soldier. Next, survey the area around the heavy. He is currently positioned on a pile of logs, which isn't the most stable footing. Shoot out the latches holding the pile of wood together and the logs roll off the train, taking the heavy soldier with them.

Draza isn't too thrilled with Nate's progress. He decides to call in aerial support. On cue a helicopter appears to the side of the train. Take cover from the helicopter fire and continue along the train in-between bursts. Utilize the car's protective fences! Don't stop until Nate reaches the anti-aircraft tank ahead.



COVER

PROTECTIVE FENCES

Protective fences are found along the side of empty train cars. Where there is one there are often others. They provide excellent cover from threats alongside the train, but none at all from threats on it.

Hop in the tank and take control of the Anti-Air gun. Aim for the helicopter and fire. The aircraft darts around the sky, making it difficult to target. It also fires round after round of missiles, which deal quite a bit of damage if they make contact. Shoot them down before they have a chance to hit. The helicopter can take plenty of damage, so let it rip and keep firing until the beast is down.

HEADS UP!

Heavy Hand

The Anti-Air gun has plenty of ammo, in fact more than plenty. There is no need for Nate to let up on the trigger. Just keep firing!

SHOWDOWN

Nate needs to aim well during the showdown with the helicopter. The aircraft is targeting Nate just as aggressively as he's targeting the aircraft. Even if you stop all the missiles, there's no way to stop the incoming machinegun fire and your tank will continue to take damage until the helicopter is neutralized. It's a race to see who can last the longest! Don't let Nate lose!

After barely escaping the downed helicopter, take cover behind the metal storage box near the end of the car. Just ahead are three soldiers, and the one on the roof is the Lieutenant. Finally! Let's put an end to this.

Or so Nate would like to think. Instead, Draza retreats, leaving the two standard soldiers to take care of Nate. As if that would be enough. Stay behind cover and terminate the two soldiers with Nate's pistol. The long gun needs to be saved for his next target.

Watch out—an armored soldier is incoming. This is more like it. Stay covered. With the armored soldier this close, it only takes one hit - two tops - to send Nate packing. Work his armor off with the AK-47 (or M4) and keep at it until he's down, and then head for the next car.

Draza has nowhere else to run. *Now* it's time to finish this. Take cover behind one of the red chairs inside the car and grab one of the M4s nearby. Blindfire at Draza over the top of the chair until he gets too close, then rush him and start swinging. In the early part of the battle, he'll just knock you away. Don't sweat it. Just take cover at the other end of the passenger car and keep firing at him until his helmet pops off. At this point, Draza will run at Nate. Melee him as he arrives. This time, it's for real. The Lieutenant puts up a good fight and counters Nate repeatedly. Remember to fight back against the counters and land the winning blow.

SHOT FOR SHOT

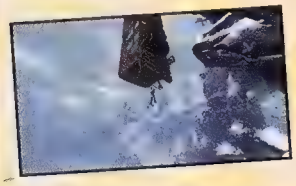
Draza doesn't like to waste ammo; he only fires at Nate when the adventurer pops out from behind cover. Be careful not to expose Nate for too long. Blindfire is your friend here, but watch out for grenades! If you have to break cover with the lieutenant nearby, your best bet is to run straight for him and start punching.

Nate walks over to the body and retrieves his stolen ritual dagger. But Draza isn't through yet. He miraculously survived the battle and is about to silence Nate when Chloe comes to the rescue. Nate's more than happy to see her, but she is more than unhappy to see him, as is Flynn. The traitorous partner aims to put Nate down for good and almost succeeds, but the adventurer is craftier than he looks, which is pretty crafty.

Chapter 15

TRAIN-WRECKED

Nate's having a hard time. He tries to be noble and rescue an old friend from certain peril and what does he get for it? A "No, thank you" and a bullet in his gut. Things just aren't going his way.



OBJECTIVES

1 Climb from the Wreckage

2 Fight off Lazarevic's Men

TIBET TRAIN WRECK

1 CLIMB FROM THE WRECKAGE

Nate has come full circle. He's once again dangling from the train car, precariously balanced on the edge of a high cliff. Injured, tired, and cold, Nate feels as if he has a world of challenges working against him. Still, he can't give up. He is the great adventurer, Nathan Drake, and he's going to find a way out of this mess...

SECOND TRY

Déjà Vu

HEADS UP!

Getting a weird sense of déjà vu? Nate is, too. If it really looks like he has been here before, it's because he has. This is where Nate started the game. The climb up the train is like it was previously, too, with a few changes. A few of the views are different and some of the dialog is new, so pay attention.

FLASH FORWARD

Nate is spent. Sprawled out at the edge of the cliff, he forces himself up and walks down through the carnage of the crash. Flash forward: Nate is looking down at the gold phurba with a feeling of uncertainty. He has the ritual dagger once again, but the cost of recapturing it was high. Just as he stops to take a breath he sees Lazarevic's men rushing down to the crash sight. Great. Just, great.

FIGHT OFF LAZAREVIC'S MEN 2

HERE WE GO AGAIN...

Watch the light soldier pass by and get Nate's 92FS ready. He picked it up en route to the battle and it will definitely come in handy if he's spotted while launching his first attack. While the soldier's back is turned, perform a stealth kill and then take cover nearby. Another light soldier wanders into the area. Nate can get away with performing another stealth kill if he's patient enough to wait for the soldier to show his back.

Be on the lookout for additional arms. A FAL and Mk-NDI are resting on/by the long metal storage box against the broken train car. A Moss 12-gauge is behind the tall crate near the rocky outcrop and a pile of wreckage.

HEADS UP!

Work It

Check out the back area to see what weaponry may be laying around. There's a Moss 12-guage behind the tall crate near the pile of wreckage. An M32–Hammer Grenade Launcher is on top of the train car. Finally, the Micro-9mm and M4 dropped by the soldiers are also up for grabs.

Each weapon could be used in this fight. However, most of the soldiers enter from afar and then attempt to flank Nate. For these situations, the FAL and either the Micro or the 92FS are most fitting. Of course the Mk-NDI should be picked up regardless. Whoever says that you can have too many grenades is just wrong.

Head for the top of the toppled train car and approach the parallel train. Take cover behind the air vent and look around. Nate has a great view and can pick off the light soldier on the car to the right and one of the standard soldiers on the ground. A light soldier climbs the connecting car to the left to rush Nate. Don't let him. Be ready as another soldier may be following close behind. If not, the second one is stationed in the snow on the left half of the battle field.

COVER

TRAIN CAR AIR VENTS

The long air vents that cover the tops of passenger cars are not very tall, but are usually the only forms of cover available on car rooftops. Nate often doesn't have much choice but to use them when taking cover on top of passenger cars. Their height would be a problem if Nate were to be attacked from above, but that is rare to say the least.

...AND AGAIN...

The second wave of soldiers enters behind Nate. There are a couple ways to handle the newcomers. Either jump down to wipe them out using what cover and ammo can be found below, or stick to the train car rooftops and use the weaponry provided to attack from above.

When working the ground route, continue moving from cover to cover to prevent the enemy from pinning Nate down in one spot. While moving, note that there are FALs on either side of the empty car stranded in the middle of the field.

While fighting from higher ground, use grenades to break up groups of enemies.

WEAPONRY RECOMMENDATION

Time for the Big Guns?

If you stick to the top of the train cars, pick up the M32–Hammer. Now is the one of those perfect times to use it, but restrain yourself. Although the second wave enters in clusters and is just begging to be blasted to bits with just a few rounds from the grenade launcher, hold off. The final wave brings with it three armored soldiers that require some attention from the Hammer!

...AND AGAIN

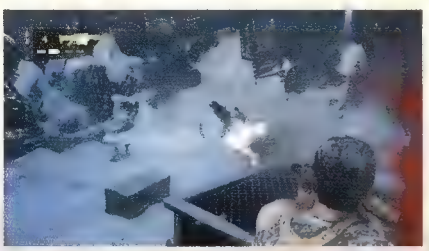
The third wave enters from the opposite end of the field. The best place to take cover is behind the central flat train car. The enemies attempt to swarm, but as long as you keep an eye out for flankers, there should be no problem eliminating the wave from behind the empty car and nearby storage boxes.

HEADS UP!

Surprise!

While waiting for the third wave to make their appearance, grab the propane tank next to the empty train car. As the wave approaches your position, toss the tank into the group and set it off with a round or two to eliminate the bulk of the enemy forces.

No matter where Nate's positioned, watch the sides of the field. In addition to attacking straight on, some of the soldiers in the second wave attempt to flank his position on either side. Make these soldiers a priority and wipe them out as soon as they're spotted.



Three armored soldiers enter the field, two from where the third wave entered and the other from the far right. Set up a stealth kill on the solo armored soldier by moving to cover inside the train car on the right.

Wait for the armored soldier to pass and then hop out of the car and perform the kill. Quickly pick up the dropped Moss and grenade before taking cover anywhere that allows a good view of the other two approaching armored soldiers. Let them get close enough to effectively use the Moss. If they're in range it only takes a few shells to eliminate each armor soldier. However, if you've been patient and have saved the M32-Hammer, you won't need to be quite as patient.

NAP TIME

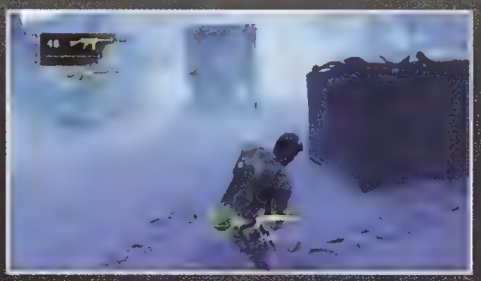
With the area cleared, proceed to the left of the burning oil tanker and exit the field. Nate's blood loss has finally caught up with him and he just can't will himself to take another step. He collapses in the snow, eyes growing heavy. Just before he loses consciousness he notices a lone figure standing in the distance.

ILL-PREPARED

Targeting the two armored soldiers entering from the far left first is not the best idea. They work closely together and when one is attacked, they both return fire. With Nate's current weaponry, he's just not prepared to take on that kind of firepower (unless you've taken our advice and held onto the M32-Hammer)..Even if he does manage to hold them off, he still has to worry about the third armored soldier approaching from behind. Regardless, this is going to be a tough challenge for Drake.

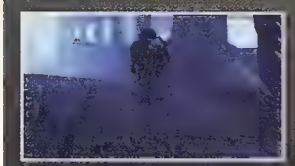
Tibetan Prayer Wheel—Medium

There is some treasure to be had after the train wreck battle. Return to the entrance to the area. Look for the first of three treasures near the pile of wreckage and the resting Moss 12-gauge Shotgun.



Tibetan Silver Vase—Hard

Climb on the parallel train cars near the beginning of the area. Proceed past the perpendicular car and look up at its left side. Shoot the treasure free from the top of the train car and then collect it from the snow.



50 Practiced Fortune Hunter

Oh, he's halfway there. That is cause for celebration! 50 treasures down and 50 to go. Not bad, Nate, not bad. For accomplishing this feat he is awarded the Practiced Fortune Hunter Medal, $10,000, and a Bronze Trophy.

Tibetan Knife—Medium

The last treasure is in the upper far right corner past the [illegible] metal storage box near the cliff edge. It is twinkling brightly in the snow, as it should I be the hard to spot.

Chapter 16

WHERE AM I?

Nate survived through the train wreck and its aftermath, only to fall to fatigue and blood loss at the end. Luckily for Nate, a local villager sees him drop to the snow and is able to carry him to safety.

CHAPTER

OBJECTIVES

1 Reach the Bar

TIBETAN MOUNTAIN VILLAGE

1 REACH THE BAR

Nate wakes up in a strange bed. A little girl is standing near him, and smiles at him before her father calls her away in an unfamiliar language. Nate recognizes the man as the figure he saw just before blacking out in the snow. He checks his wound, which is sore but seems to be more or less healed. As the stranger plies him with a bitter-tasting beverage he tries to tell Nate something, but Drake just doesn't speak the local lingo. Handing him a warm winter jacket made of animal skins, the man beckons Nate to follow him out of his house and into the fresh mountain air.

TOUR OF THE TOWN

Follow the man through the village; it's a simple, peaceful place. The residents are out tending their gardens or simply strolling through the grassy streets. The stacked stone buildings and colorful decor create a warm and welcoming atmosphere, and Drake guesses that he's somewhere in Tibet.

Ram's Head Thogchag—Medium

As soon as Nate steps outside, walk over to the yak on the right. Continue to the tree just past the yak; it's near the cliff. Snag the first village treasure from right in front of the tree.

COVER TIP!

Animal Lover

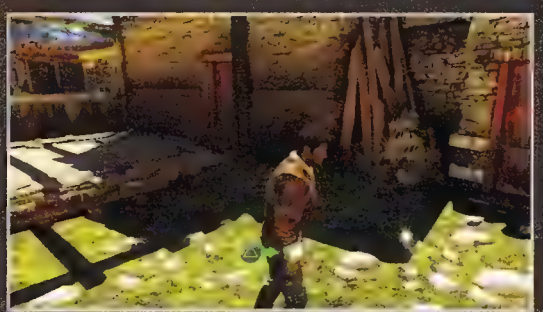
As Nate walks around the village, he comes across a few yaks. These large hairy creatures are quite docile and enjoy attention. Go ahead and give them a pat. Approach a yak and press ▢ or △ to give them some love. In fact, there plenty of things with which Nate can interact in the village. Try pressing ▢ or △ whenever he approaches one of the residents.

Beast Mode

There are four yaks throughout the village. Pet each and every one, and Nate earns the Beast Mode Medal and $10,000. It pays to be kind to animals—literally.

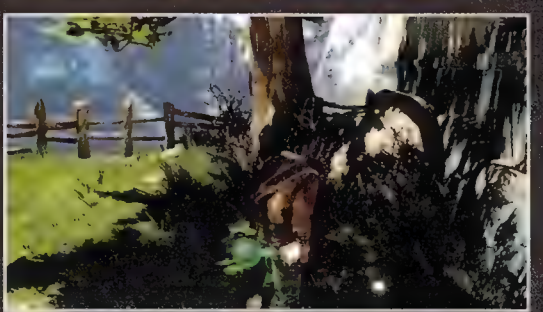
Bronze Buddha Statue—Hard

Before passing through the gate at the end of the open square, walk over to the blue ladder on the right. Move up to the dirt-covered roof on the right and then head left to jump over the low stone wall and land in a small grassy square. A glowing treasure is just in front of the red doors.



Singing Bowl—Easy

There's a long flight of stairs leading to a small courtyard at the end of the level. At the top, head to the large elevated building across the way. There's a piece of treasure just on the other side of the blue-painted, low stone wall. No one in the village is going to miss it if Nate picks it up.



HEADS UP!

Meet the Villagers

Take a moment to stroll around the peaceful village and discover some of the more unique interactions available to Nate by pressing ● or ▲. For starters, find the children playing soccer and kick the ball back to them. Assume a slightly sterner role as Nate playfully wags his finger at the child being scolded by his mother. Tease the kids hiding behind the wall as Nate pulls a goofy face at them!

OLD FRIEND, NEW FRIEND

The Tibetan man leads Nate into a large blue building where he is greeted by none other than Elena. She guides him farther into the building to meet Karl Schäfer, an elderly man who wants to talk with him. As Schäfer tells his story, he reveals that he was hired to lead an expedition to Shambhala and was brought into the village as his group's lone survivor, just like Nate. Elena tells Nate what she's learned: the ritual dagger is in fact the key to Shambhala. Nate doesn't want to hear it though; he's done competing against a lunatic and is ready to go home. Schäfer attempts to turn him around, telling him that if Lazarevic gets the Cintamani Stone then it's all over – the power that it grants, if it's real, would make him unstoppable.

Maybe if he had some proof that what Schäfer is saying is true, then he would continue. Schäfer asks Tenzin, the man who rescued Nate from the snow and who nursed him back to health, to take him up into the mountains. There they must try to find the remains of Schäfer's expedition—and the proof that Nate needs.

Chapter 17

Nate's quiet respite in the Tibetan village has already come to an end. At Schäfer's request, he is off to the ice caves in search of the failed expedition party. With their frozen bodies, Nate hopes to find some clue to the truth behind the Cintamani Stone.

OBJECTIVES

1 Navigate the Ice Caves

TIBETAN ICE CAVES

1 NAVIGATE THE ICE CAVES

Tenzin and Nate approach a post marking the entrance of the cave. Black scrim stretches across the top of the post and an animal skull hangs ominously from the stone pillar. That can't be a good sign. Tenzin tries to explain the meaning of the sign, but the language barrier proves to be too much. It's time to explore the frozen catacombs.

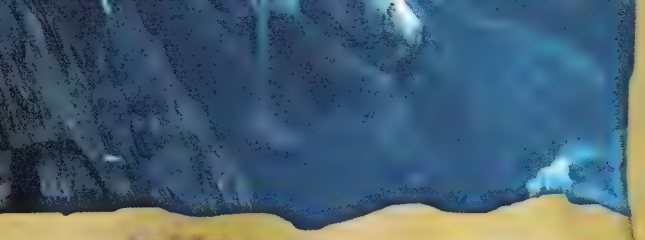
FOLLOW THE LEADER

Follow Tenzin into the cave. Stay close behind him as he turns left and descends a series of stepped outcroppings to the lower level. Jump across the gap in the path to find some gear that appears to be remnants from Schäfer's expedition. Tenzin grabs a rope from the 70-year-old gear and uses it to cross the crevasse. Follow suit and don't look down.

Drop down the nearby ladder and follow Tenzin along the path. The walls close in to allow a sliver of an opening farther down the ice carved tunnel. Slip through the crack and keep an eye on Tenzin as he moves through the next narrow gap. Pass through the second crack in the ice and meet up with Tenzin.

Tibetan Ritual Blade—Easy

After dropping from the ladder, turn around and head in the opposite direction away from Tenzin. When Nate reaches the edge of the path, look to the right. There, at his feet, lies a treasure in the snow.



MAP 1

FINISH

START

FINISH

Begin Platform Solving 1c

MAP 2

Begin Platform Solving 1b

Begin Platform Solving 1a

START

FINISH

MAP 3

Begin Platform Solving 2

START

Skilled Fortune Hunter

55 treasures. Not too shabby, Nate. For this accomplishment he is awarded the Skilled Fortune Hunter Medal and $10,000.

The two stumble upon an abandoned campsite, most likely one left by Schäfer's men. Head down to the tent to find some more rope. Tenzin points to their next destination. It looks like you're not alone. A wolf just padded off in that direction as well. Hopefully it won't cause any trouble.

Follow Tenzin as he leads the way and climbs to the upper platform. He secures the rope in the ice and swings across the campsite to the cavern exit. Nate's up next. Swing to the platform and hike down the connecting path.

Clay Deity Head—Medium

As Nate swings clear over the campsite, direct his movement to the right so that changes his direction so that he's swaying left to right. Jump to the short ledge on the right wall where he will find another treasure.

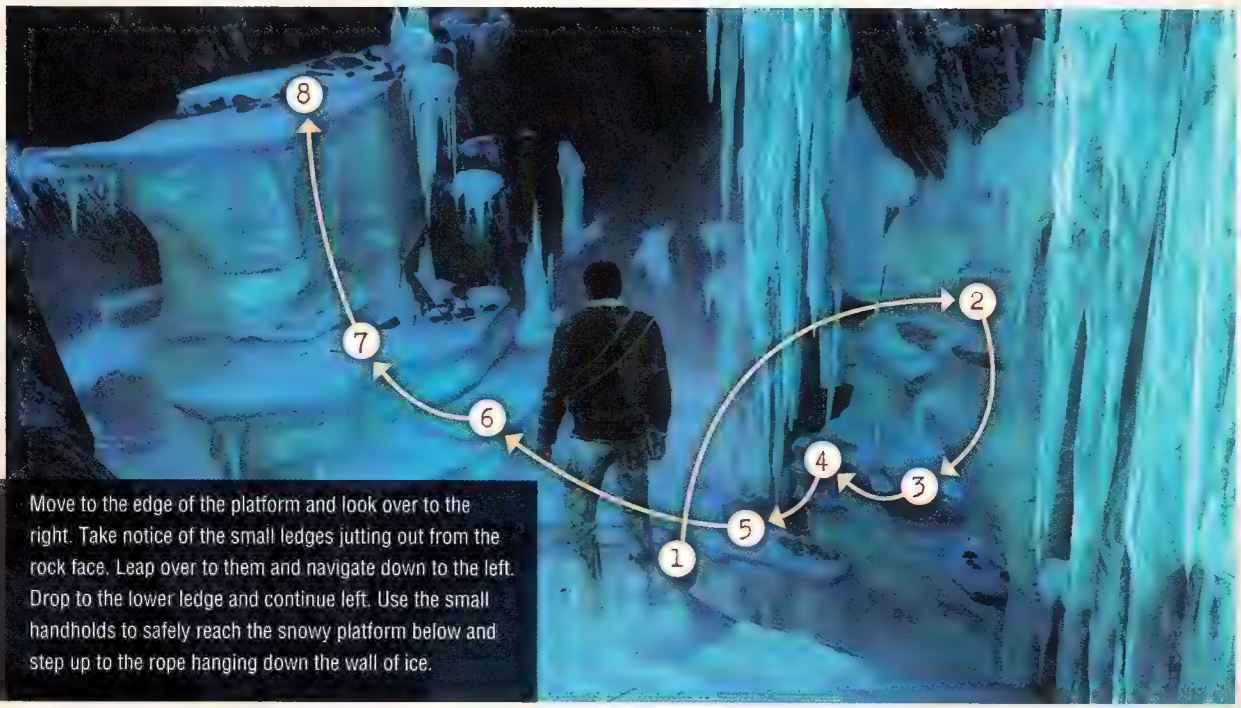
The two reach a break in the ice, one that's a bit too far to simply jump over. Luckily, there's a rope hanging to the left that can be used to cross the gap. On the other side, continue down the icy trail as it opens into a large cavern. Pillars of snow-covered rock stretch across to the expansive area. Leap to the first platform and then continue on to the next.

NATE THE ICE CLIMBER

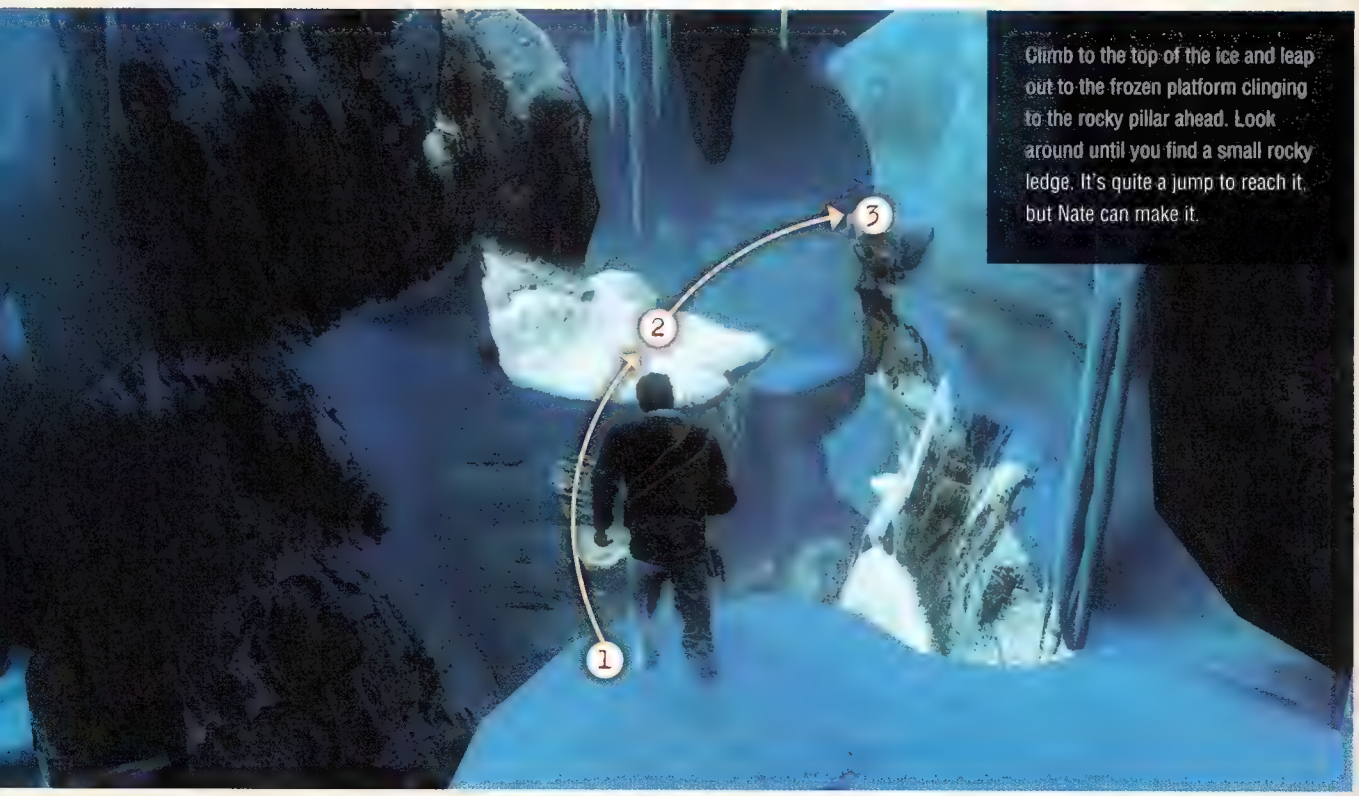
Nate can see more wolves in the distance as Tenzin spots a fallen explorer from Schäfer's party. The corpse is clutching a small piece of paper with information on the Cintamani Stone. The ice under their feet shifts and starts to give way before Nate has time to consider the new piece of information.

Tenzin and Nate avoid falling along with the ice, but now have no way to cross to the next snow-covered platform. Search around the perimeter, toward the back, to find the remains of a ladder. Nate offers to give Tenzin a boost, but Tenzin's not convinced. Apparently, Nate's taking the lead.

BEGIN PLATFORM SOLVING 1



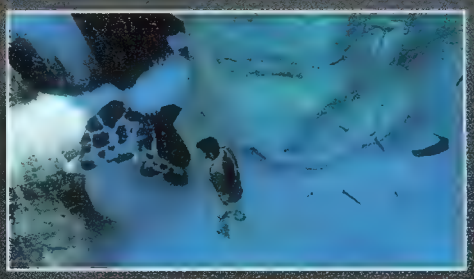
Move to the edge of the platform and look over to the right. Take notice of the small ledges jutting out from the rock face. Leap over to them and navigate down to the left. Drop to the lower ledge and continue left. Use the small handholds to safely reach the snowy platform below and step up to the rope hanging down the wall of ice.

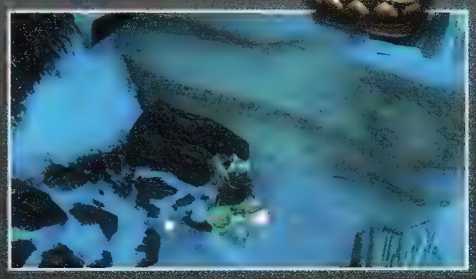


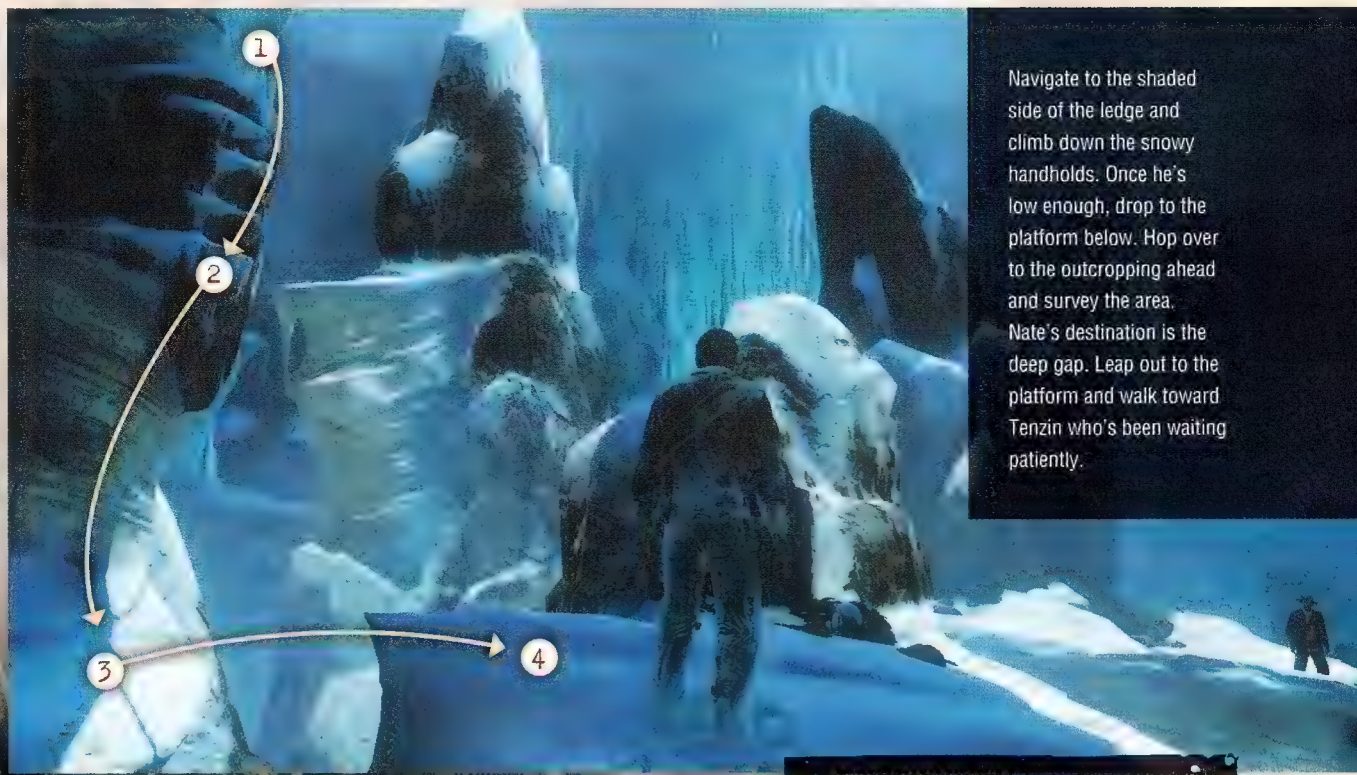
Climb to the top of the ice and leap out to the frozen platform clinging to the rocky pillar ahead. Look around until you find a small rocky ledge. It's quite a jump to reach it, but Nate can make it.

Bronze Chenrezig Statue—Medium

Before grabbing the rope, climb down the left side of the platform to discover a side area with a treasure hidden at the end. It blends right in with the snow, so Nate has to keep his eyes peeled.







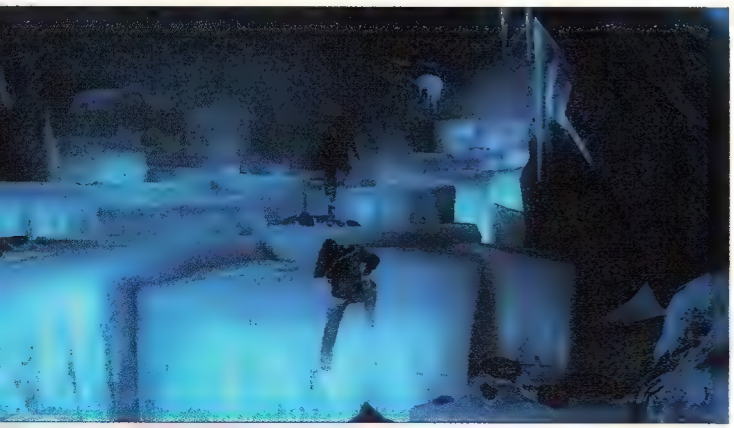
Navigate to the shaded side of the ledge and climb down the snowy handholds. Once he's low enough, drop to the platform below. Hop over to the outcropping ahead and survey the area. Nate's destination is the deep gap. Leap out to the platform and walk toward Tenzin who's been waiting patiently.

END PLATFORM SOLVING !

UNEARTHLY SOUND

Reunited, the pair continues through the caves. Tenzin picks up another rope from a discarded pile of gear and uses it to swing across the crevasse. Follow suit, but do so cautiously. As Nate lands, the ice gives way and collapses beneath him. Fortunately, Tenzin is nearby to grab hold of Nate, pulling him to safety.

Following Tenzin up the trail leads you to a layered wall of ice. Climb the small ledges to reach the top. The frozen floor is split open and a large gap stands between Nate and further progress. Upon making the jump and pulling Nate up to safety, the corpses of two wolves catch his eye. It's clear that they didn't die of natural causes. Something tore them up badly. What could have done this?



HEADS UP!

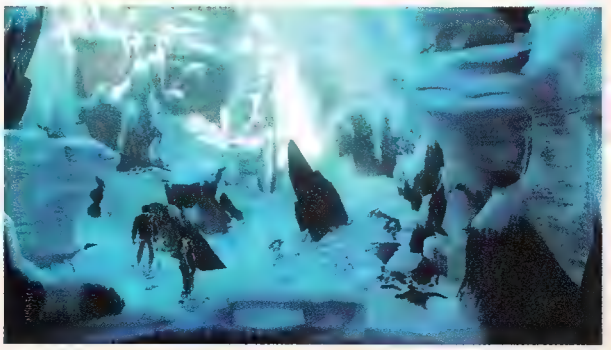
Risky

The leap across the large gap is a big one. If Nate would rather not risk falling to his death, another route is available. There's a small path to the left of the gap that leads around the opening. Hey, better safe than sorry.

FORWARD, HO!

Press on, jumping along the icy platforms. Nate eventually reaches a wall at the last one and it looks like it's climbable. Move along the handholds, aiming for the top of the rock. As he climbs higher, a figure appears in the foreground. It's some sort of creature, definitely not human, but standing upright. It leaves before any other details can be determined.

Climb to the top of the wall and then drop onto the uneven ice. The open area ends abruptly—dropping off to unknown depths. However, there is a path to the left. As soon as Nate starts to follow it, the icicles suspended overhead loosen and crash to the ground, preventing him from turning back.

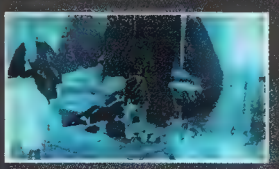


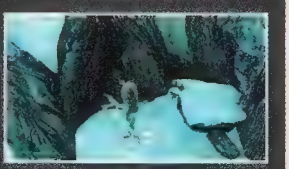
BEGIN PLATFORM SOLVING !

Keep moving forward and cross the small stream to reach a series of small platforms. Climb up the first two and then head right to find the third. Leap to it and climb around the large boulder taking up most of the available footing.

Skull Cap Drum—Hard

Follow the stream to the edge of the cliff, and then turn right. There, Nate finds a small rocky path. A glimmering treasure is at the little trail's end.





A series of handholds on the cave wall past the boulder lead up the ice-covered wall. Use them to reach a small platform to the left of the handholds.

Turn to face the rounded block of ice surrounding a small alcove. Leap out to land on the ice and then drop into the alcove. One of Schäfer's party members is resting against the rocky wall. Grab the P08-9mm by his side; he won't need it anymore anyway.

P08-9MM

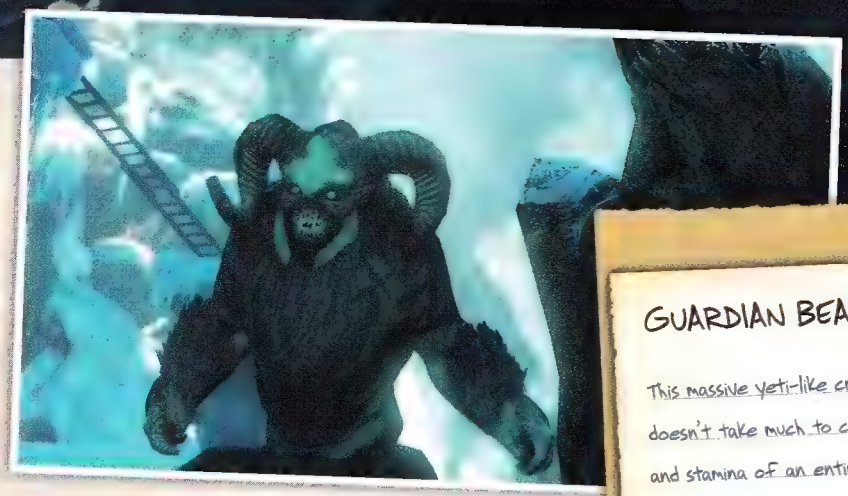
The P08-9mm was used in both World Wars and has long since stopped being manufactured. Despite being in a frozen cavern, the weapon found with one of Schäfer's men is still in working order. The clip is able to hold seven rounds while Nate can carry up to 27. It's a powerful, recoil-operated, semi-automatic pistol, but is rarely used in modern times.

Silver Needle Case—Easy

Check out the left side of the block of ice before dropping into the alcove. A treasure is waiting there, just begging to be picked up.

NONE SHALL PASS

Use the weapon to shoot a path through a wall of icicles blocking a tunnel to the left of the broken ladder. As Nate passes through the tunnel to rejoin Tenzin, a great beast appears, ferociously launching itself at the villager. Was the post at the cave entrance warning travelers about these guardians? Shoot the creature off of Tenzin. The bullets barely phase the thing! Instead, the attack simply draws the guardian beast's attention.



GUARDIAN BEAST

This massive yeti-like creature sports deadly claws and a thick hide. It doesn't take much to convince Nate that the beast has the strength and stamina of an entire squad of soldiers. But what the hell is this monster, and where did it come from?

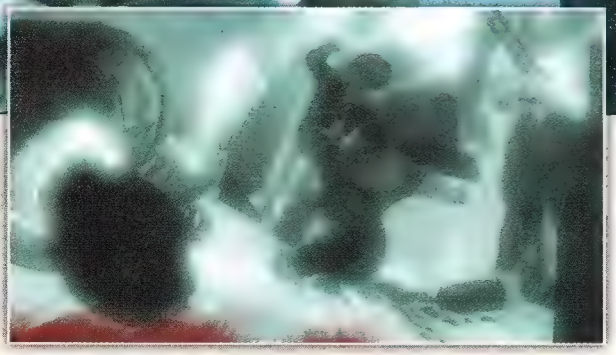
HEADS UP!

Reload

Nate's P08-9mm has a very special feature. Every time he reloads the gun, the weapon's ammunition is completely restocked. If only every gun were as special as this one.

The guardian beast lunges toward Nate. This is no time to freeze in place. The creature is quick and if Nate doesn't react quickly enough, he winds up in serious trouble. Fire off as many rounds as possible while constantly staying on the move. It takes several minutes of solid shooting before the guardian beast slows down.

No matter how much Nate shoots, the guardian beast still corners him. It picks him off the ground and knocks the P08 away. Just when Nate starts to think that maybe this may be the end, Tenzin springs into action, stabbing the monstrous guardian beast repeatedly. It manages to escape, but at least Nate and Tenzin are alive.



WINTER WONDERLAND

Move with Tenzin to the small alcove with the fallen expedition member. The remains of an aged rope ladder are inside. Give Tenzin a boost and then climb up after him once he lowers a box for Nate.

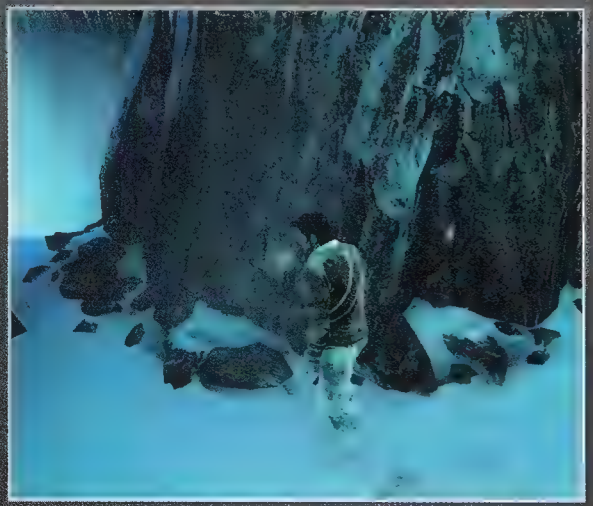
Follow the narrow, elevated path at the top. Cross to the platform ahead using the fallen ladder and then follow Tenzin across a gap to the next area. Pick up the P08 ammo by the snow-covered body before facing the wall of ice.

FACE TO FACE

When Nate is pinned by the guardian beast, he must break out of the clawed grip or be killed. Press △ to avoid the beast's attack and press ○ to break away. However, when the beast lifts Nate off the ground, he must shoot his way free. Aim for the head; it seems to affect the creature the most.

Bronze Stupa Ornament—Medium

After picking up the PDA, continue past the dead body and follow the ledge around and through a gap in the rocks to find a small alcove. Jump across the gap to a small platform found within the alcove to retrieve the treasure.

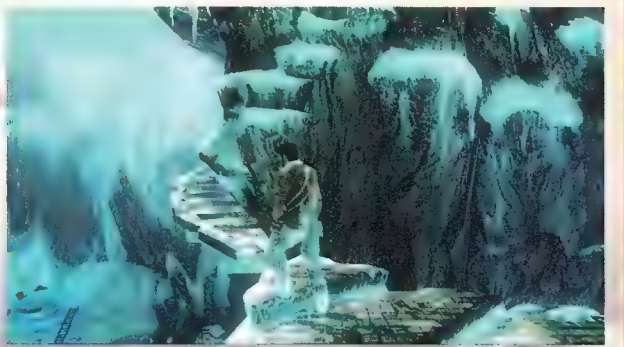


60 Proficient Fortune Hunter

With the last treasure, Nate has gathered 60 items for his collection. He's quite proficient at this treasure hunting business, so it makes sense that he receives the Proficient Fortune Hunter Medal. The $10,000 and Bronze Trophy are not unexpected additions.

A loop of rope, one end tied to a rock, the other tied to a box, is stretched from the top of the wall. Shoot the box to free the rope. Now, Nate can swing over to the next platform.

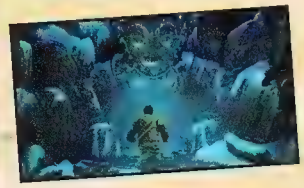
Use the handholds in the rock ahead to climb up to a mangled rope ladder. Pull up to the snowy ledge and continue moving up to reach a set of broken stone steps. The decorative walkway cuts off abruptly, but more steps can be seen on the other side of the rock face. Jump across to a set of handholds found on the intervening rock wall, climbing up and around the wall to reach the rest of the walkway. Follow the rest of the stairs up and around to find a gate guarded by two towering statues.



Chapter 18:

HEART OF ICE

The ice caves have proven themselves to be a dangerous place. But just because Nate and Tenzin have run into a few bumps doesn't mean they can call it quits. Much more remains to be explored within these caves.



OBJECTIVES

1 Reach the Cave Temple

2 Solve the Mystery of Schäfer's Expedition

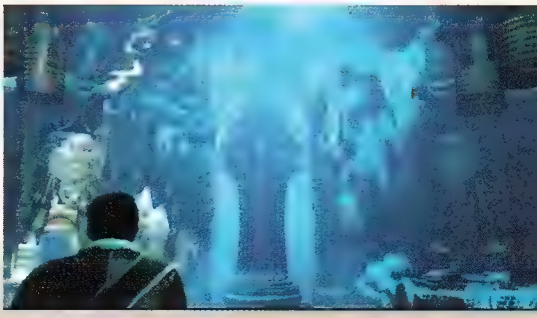
ICE TEMPLE

1 REACH THE CAVE TEMPLE

At the end of the stairs, Nate and Tenzin stumble onto sacred ground. Statues and large prayer wheels can be seen and intricate patterns decorate the walls. There's a massive robed figure at the end of the frozen cavern and it's holding a stone. Nate just knows that's where they're headed.

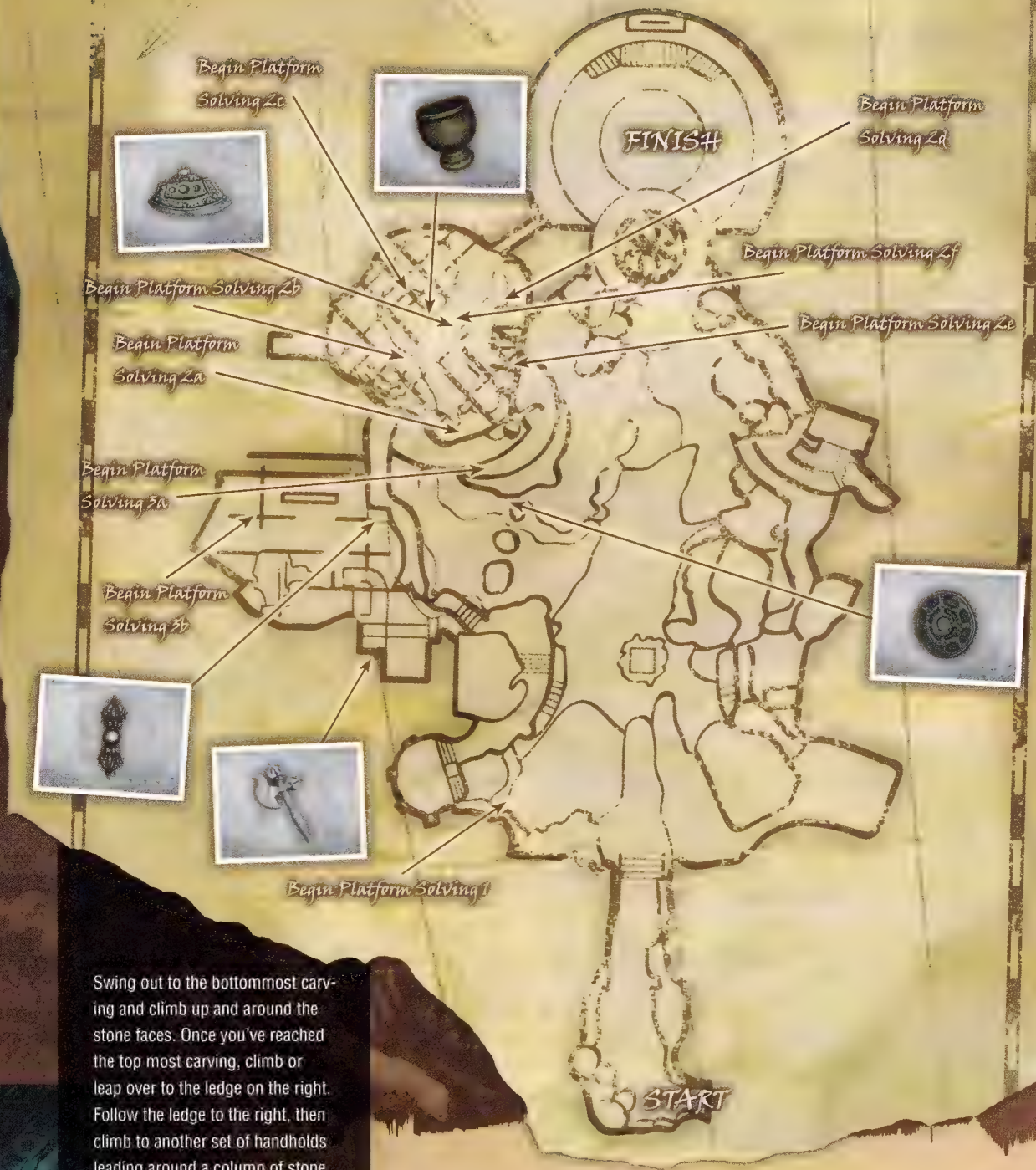
FACE THE WALL

The path to the statue is not an easy one. The sacred cavern holds many secrets and in order to reach their destination, Nate and Tenzin must work together to unravel all of them, the first of which is figuring out how to get past the cavern entrance. The stone path ahead is a dead end and the towering pillars to the right and left block the men from heading along the sides of the cavern. But things are not always as they seem...



BEGIN PLATFORM SOLVING 1

Approach the pillars on the left. A small, square platform is at their base. Step onto it and watch the pillars on the opposite side of the cavern descend. Tenzin passes through and lowers the pillars on Nate's side. Head to the broken steps beyond the pillars and jump to the handholds leading up the rock face. Climb up to reach a lever extending out from the cavern wall. Climbing onto the lever triggers it, causing a series of carved faces to extend from the wall.



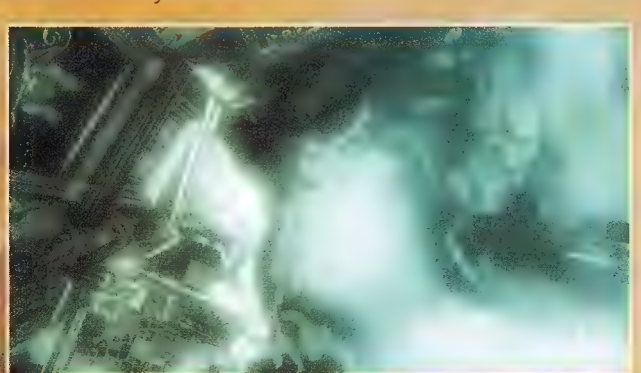
Swing out to the bottommost carving and climb up and around the stone faces. Once you've reached the top most carving, climb or leap over to the ledge on the right. Follow the ledge to the right, then climb to another set of handholds leading around a column of stone. Jump to the nearest bar extending from the cave wall and then brachiate to the next one over. Swing from this second bar to a more distant third one. Using a series of handholds located directly below this bar, descend to the path below.

9

END PLATFORM SOLVING 1

ICY DIP

Nate better climb quickly up the carved faces. As soon as he's past the first one, they begin to retreat back into the wall, one by one. If the carving Nate is hanging from moves into the wall, he loses his grip and plummets into the water. Needless to say, the fall will inevitably kill him.



BIG WHEELS KEEP ON TURNING

Follow the path up to face the row of large prayer wheels. The giant cylinders are just out of reach. Looking over to the right, Nate can see Tenzin in a very similar position. There also appears to be a lever just below Tenzin's location. Perhaps there's one below Nate as well?

Backtrack slightly and follow the set of stairs leading to a platform below where Nate was previously standing. Locate the lever, give it a pull, and watch as the prayer wheels near Tenzin lower enough for him to jump on. Nate instructs the villager to do the same and soon enough his prayer wheels are lowered as well.

Return to the upper level and leap out to the first wheel. Each one has a series of ledges Nate can use to navigate up, down, and around the object. As it slowly moves clockwise, Nate is carried around toward the next wheel. Climb up the first wheel just enough to be able to reach the second one. As soon as it's in sight, lean back and jump. Repeat the process to reach the third wheel.

KNOCK IT OFF

Don't climb too high up the prayer wheels. Each one has several wood guards to help hold the wheels in place and if Nate is hit by one of them, he is knocked from his current ledge and sent down to another. In some cases he is knocked completely off the wheel.

Prayer Wheels

Prayer wheels (also known as "mani wheels") are circular pieces of copper, wood, or stone that are inscribed with holy Buddhist mantras. They are used in a ritualistic practice of meditation to bring oneself closer to enlightenment. Many Tibetans believe that spinning the prayer wheel is the spiritual equivalent of reciting the prayer inscribed on it once, and some Buddhist lamas have posited that one can inscribe different prayers together or repeatedly to magnify the effect of the spinning. It is also a common belief that the turning of the wheel projects the prayer out into the world thus bringing reward to the practitioner while also spiritually improving the world. Because of this, many Tibetans use prayer wheels in their meditation and the practice has even spread to western practitioners of Tibetan Buddhism.

It is believed that by turning the prayer wheel in meditation a person invokes the Buddhas and Boddhisattvas (especially Chenrezig who is said to be the embodiment of compassion) to purify one's negative karma and bring that person closer to enlightenment. The prayer wheel ritual is usually exercised by turning the prayer wheel clockwise to match the movements of the sun while reciting a mantra. The most commonly used mantra both in inscription and recitation is the "Om Mani Padme Hum" mantra ("Om! The jewel in the lotus of the heart."). While turning the prayer wheel, the person meditates and focuses on compassion for all beings in the universe. Performing the ritual creates a sort of spiritual deposit of "merit" or positive karma that helps spur the person towards enlightenment.

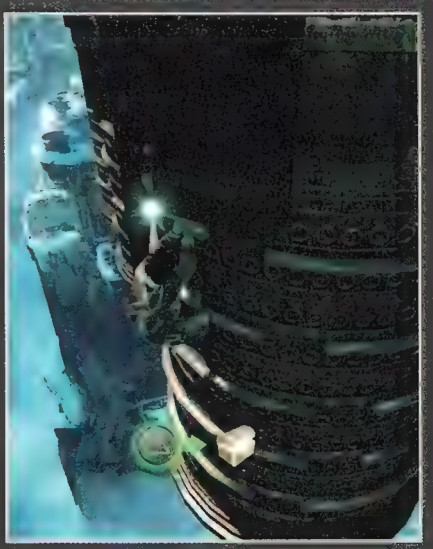
Prayer wheels come in many shapes and sizes and are often made of a wide range of materials. The most common prayer wheels are the handheld ones for individual meditation; however, some are quite large to allow for more prayers to be inscribed and are spun by pushing them. Due to the belief that the spinning of the prayer wheel helps benefit the world, some prayer wheels are designed to turn automatically. There are prayer wheels that turn from water, wind, fire, or even modern electricity. There are even some stationary prayer wheels that are used for decorative purposes. Many western artists are now designing artistically sculpted and inscribed prayer wheels and some modern prayer wheels use microfilms or other technology so as to be filled with as many mantras as possible. There is also the practice of downloading the animated gif of a prayer wheel to your computer to spin and purify it.

The idea of prayer wheels can be traced back through a long lineage of Tibetan history. Some stories detail the prayer wheel technology as being given by the Dipankara Buddha to the long-lived serpent beings, the nagas, practitioners of Mahayana Buddhism. The prayer wheels would remain in the hands of the nagas until the time of famous Indian Buddhist Nagarjuna, whose birth is placed around 100 B.C.E., though this time is debated. Since then, prayer wheels have had a long and storied history among the Tibetan people and their use and construction are still alive to this very day.

Climb up to the top of the third wheel once Nate reaches its backside. From there, he can easily jump out to the snow-dusted ledge behind him. Pass through the opening in the wall ahead to reach a tower filled with clicking gears.

Mandala Thogchag—Easy

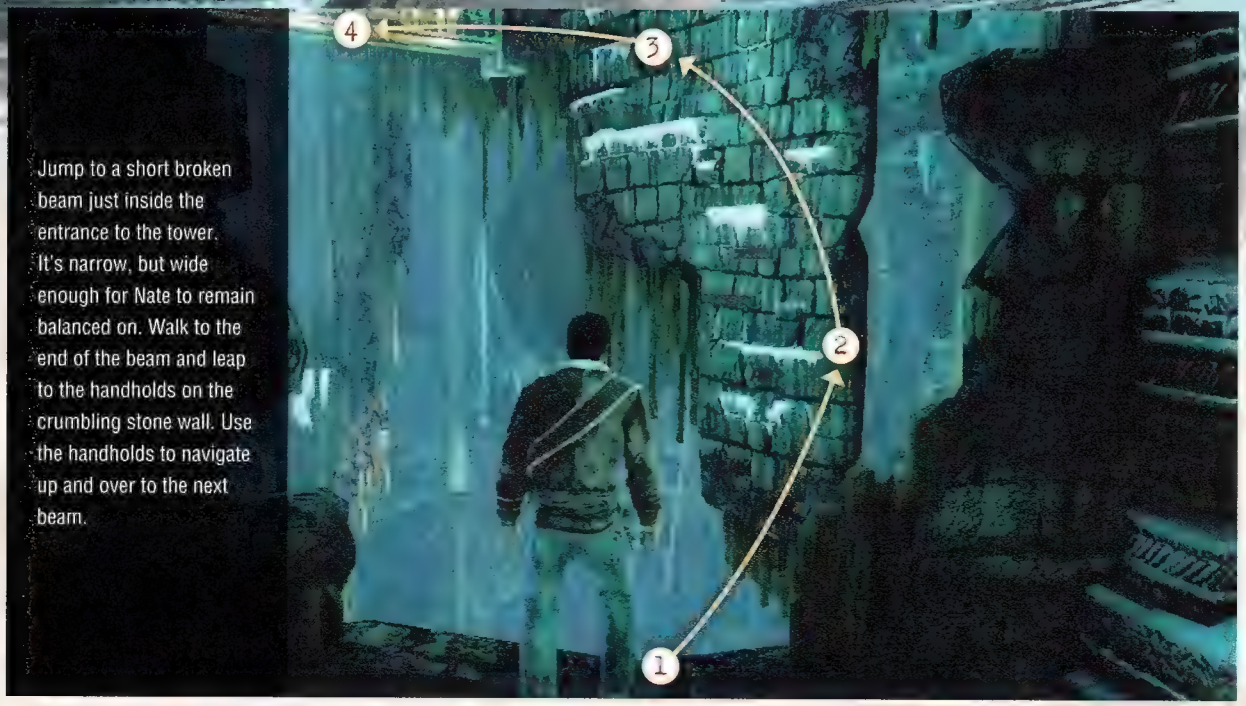
Instead of hopping off the third wheel as soon as Nate sees solid ground, stay on it for just a little while longer. The wood mount that's on the other side of the wheel has a treasure shimmering on its bottom left corner.



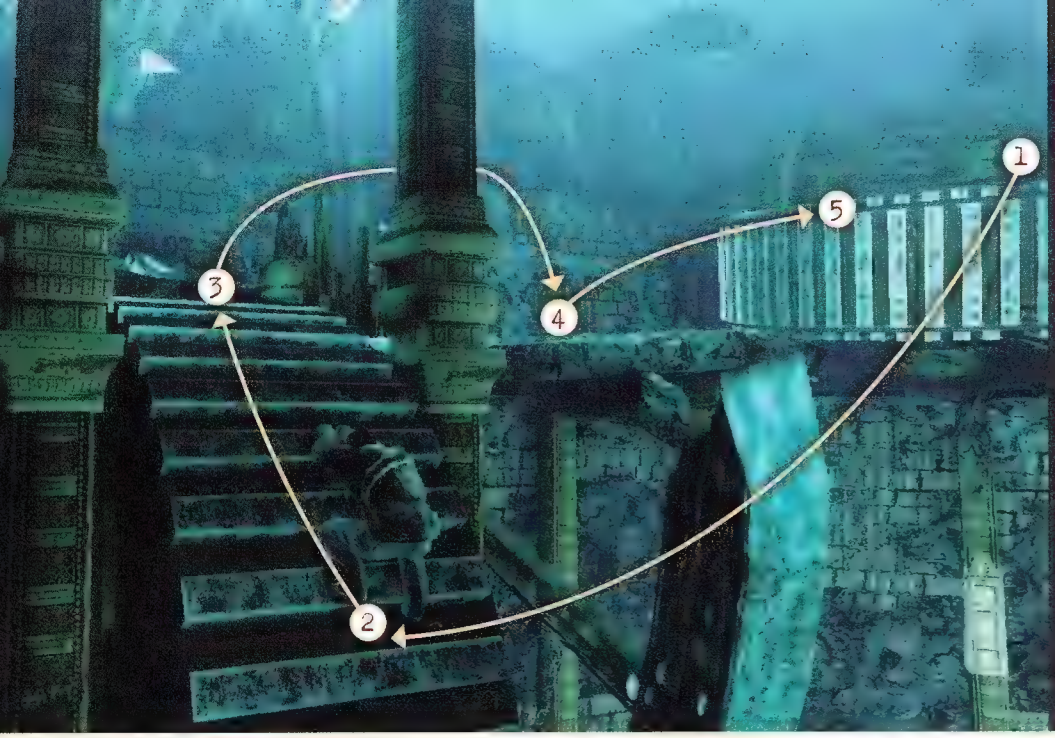
BEGIN PLATFORM SOLVING 2

LIKE CLOCKWORK

Jump to a short broken beam just inside the entrance to the tower. It's narrow, but wide enough for Nate to remain balanced on. Walk to the end of the beam and leap to the handholds on the crumbling stone wall. Use the handholds to navigate up and over to the next beam.



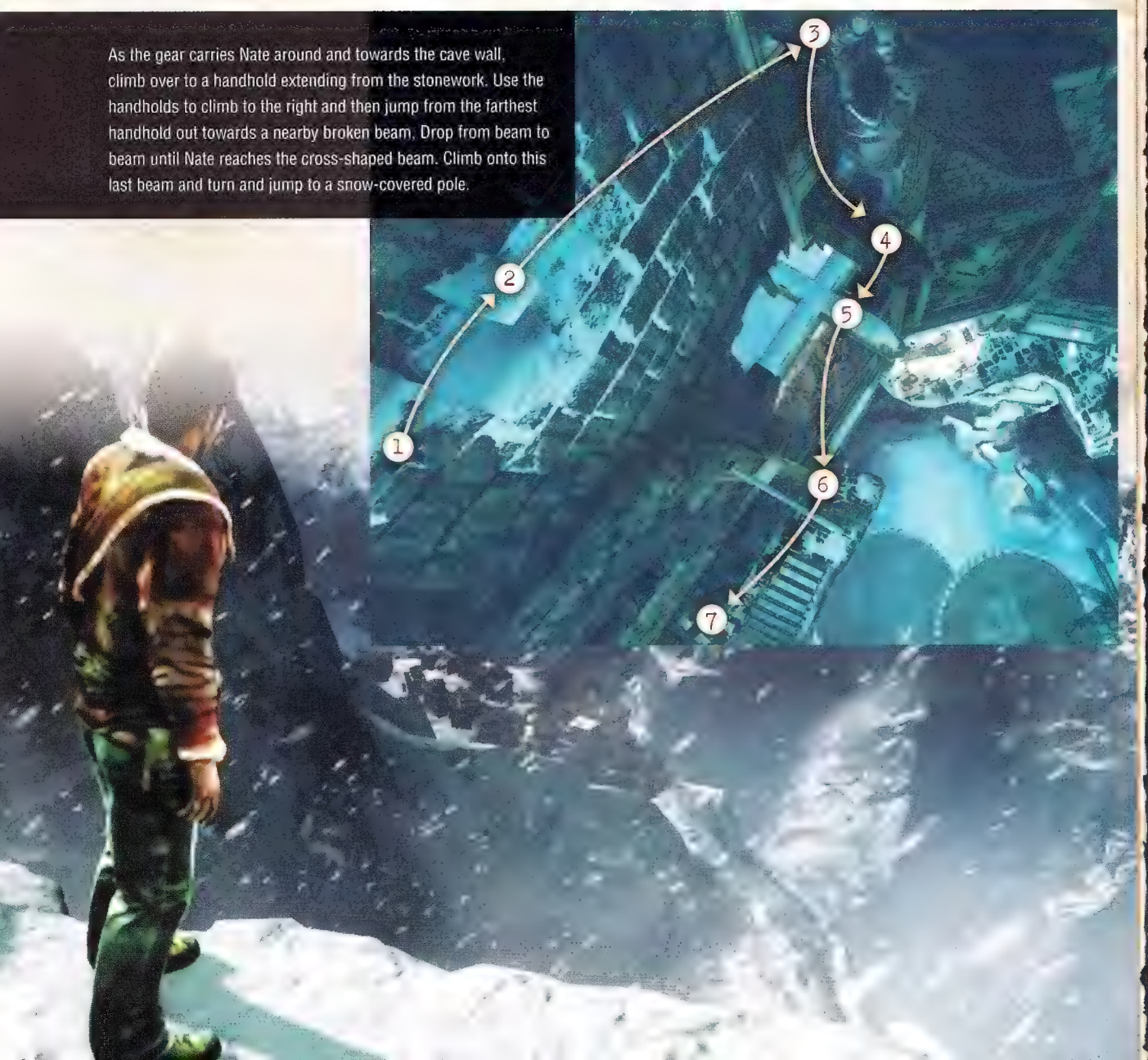
Climb onto the beam and head for the small platform and large grinding gear. Hop onto the gear and ride it to the next platform. Walk out onto the tip of a broken beam extending from this platform and jump to a pole jutting out from the side of the crumbling wall.

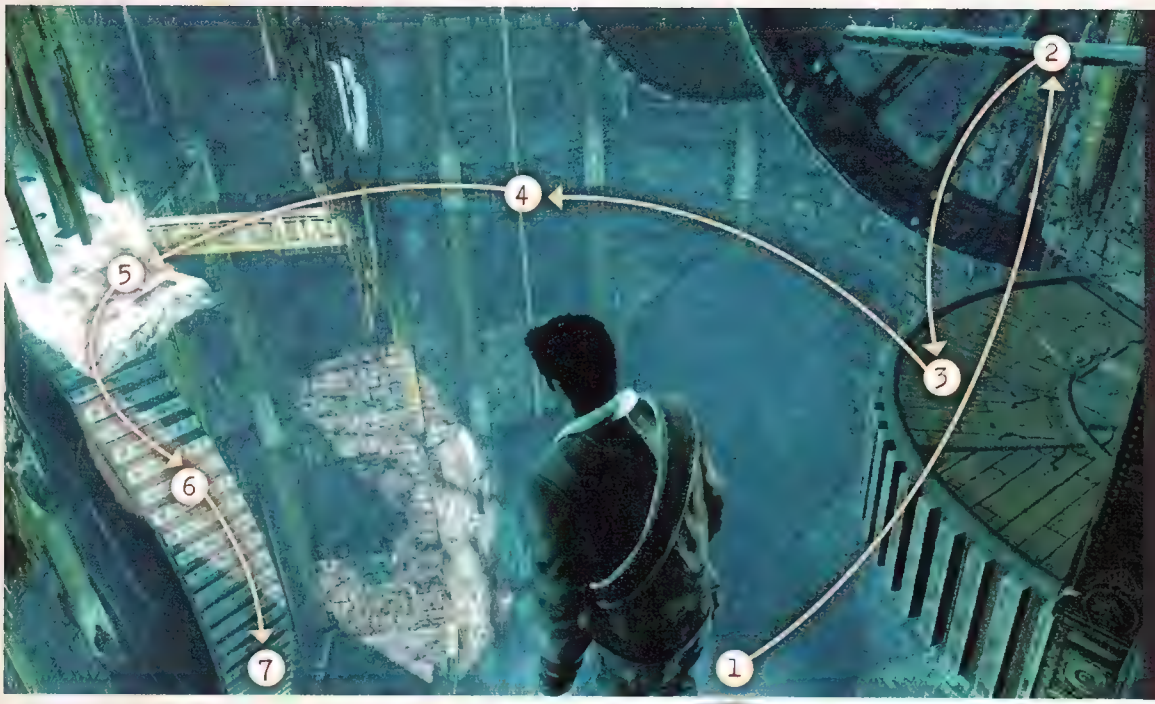


Swing out from the pole to the vertical gear directly ahead. Ride the gear as it carries you up towards the next area. When Nate's close enough, step onto the stone platform towards the top of the gear.

A large spinning wheel blocks the path to the right. However, there is one section of the wheel that is missing spokes. When that spins into view, leap through the gap to the adjacent platform. From the platform, jump to the tilted gear and ride it around to the right!

As the gear carries Nate around and towards the cave wall, climb over to a handhold extending from the stonework. Use the handholds to climb to the right and then jump from the farthest handhold out towards a nearby broken beam. Drop from beam to beam until Nate reaches the cross-shaped beam. Climb onto this last beam and turn and jump to a snow-covered pole.



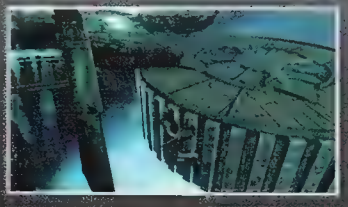


Use the pole to swing out towards the next gear below. Once you've landed and reoriented yourself, look out towards the center of the tower to find a long dangling rope. Jump for the rope and swing towards the platform across the way. When Nate reaches the apex of his swing towards the stone platform, release the rope to make the jump. Just as Nate lands on the stone, it crumbles and gives way, sending him to the large gear underneath. Ride it down to the floor far below.

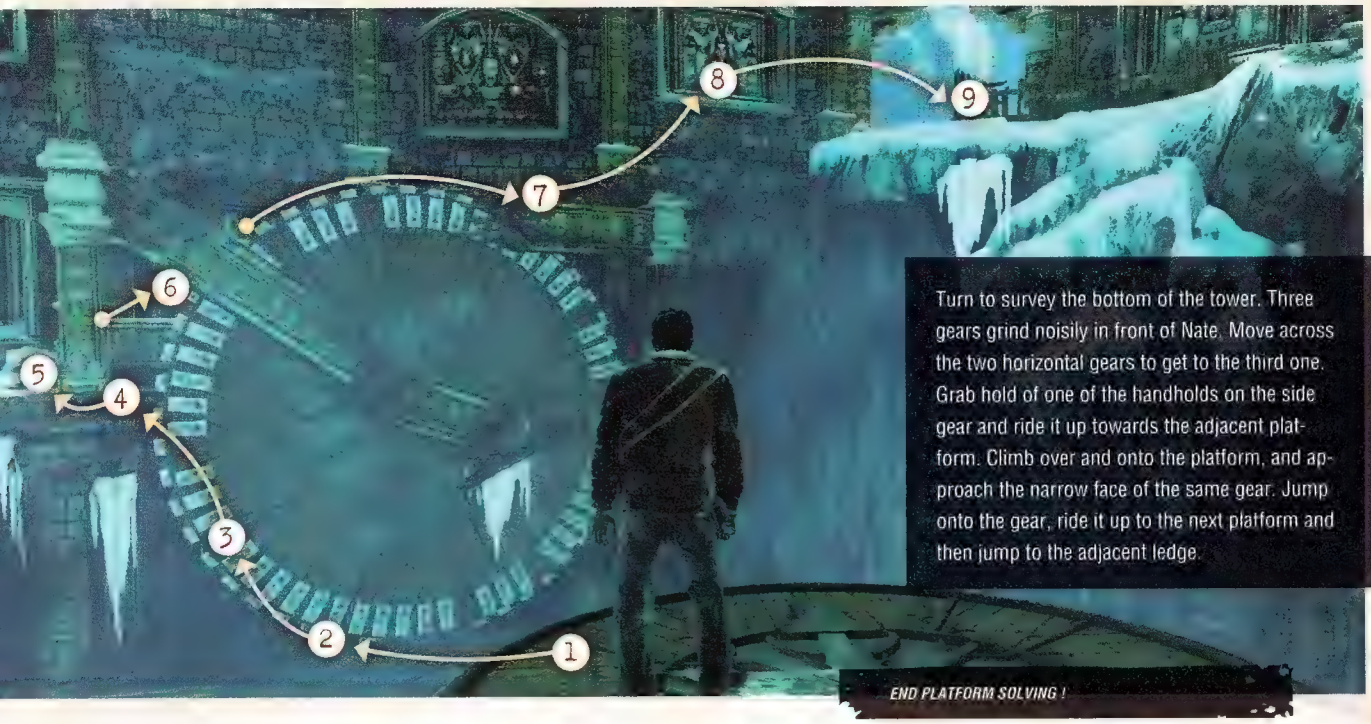
Dipa Oil Lamp—Easy

As Nate swings back and forth on the rope, swing just a bit to the right so he can reach the edge of the broken stone wall. Another treasure is within reach.

Tibetan Flint Lighter—Hard



After stepping out onto the first gear, drop to its right side. As the gear moves, it takes Nate under a ledge where a treasure is waiting for him. It's a tight squeeze to reach the glittering item, but it's worth it.



Turn to survey the bottom of the tower. Three gears grind noisily in front of Nate. Move across the two horizontal gears to get to the third one. Grab hold of one of the handholds on the side gear and ride it up towards the adjacent platform. Climb over and onto the platform, and approach the narrow face of the same gear. Jump onto the gear, ride it up to the next platform and then jump to the adjacent ledge.

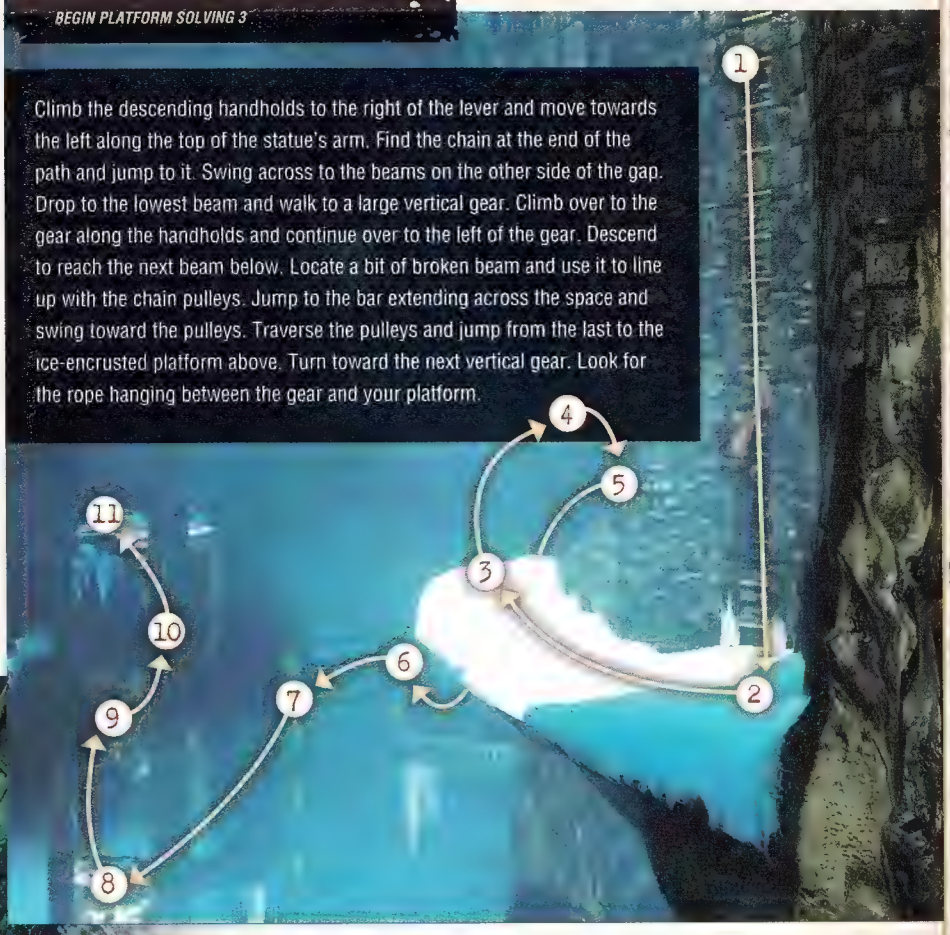
END PLATFORM SOLVING 1

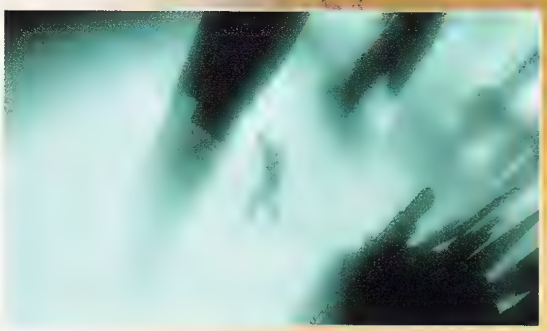
LONG WAY AROUND

Proceed out of the tower through the open gateway and locate a lever. Looking out, Nate sees Tenzin on the far left next to a similar contraption. They both give their respective levers a yank, raising the arms of the nearby statues, creating a bridge on each side of the cavern, and causing a set of handholds to extend from the near cavern wall. Tenzin's path holds up well, allowing him to continue; however, Nate's arm bridge doesn't make it.

BEGIN PLATFORM SOLVING 3

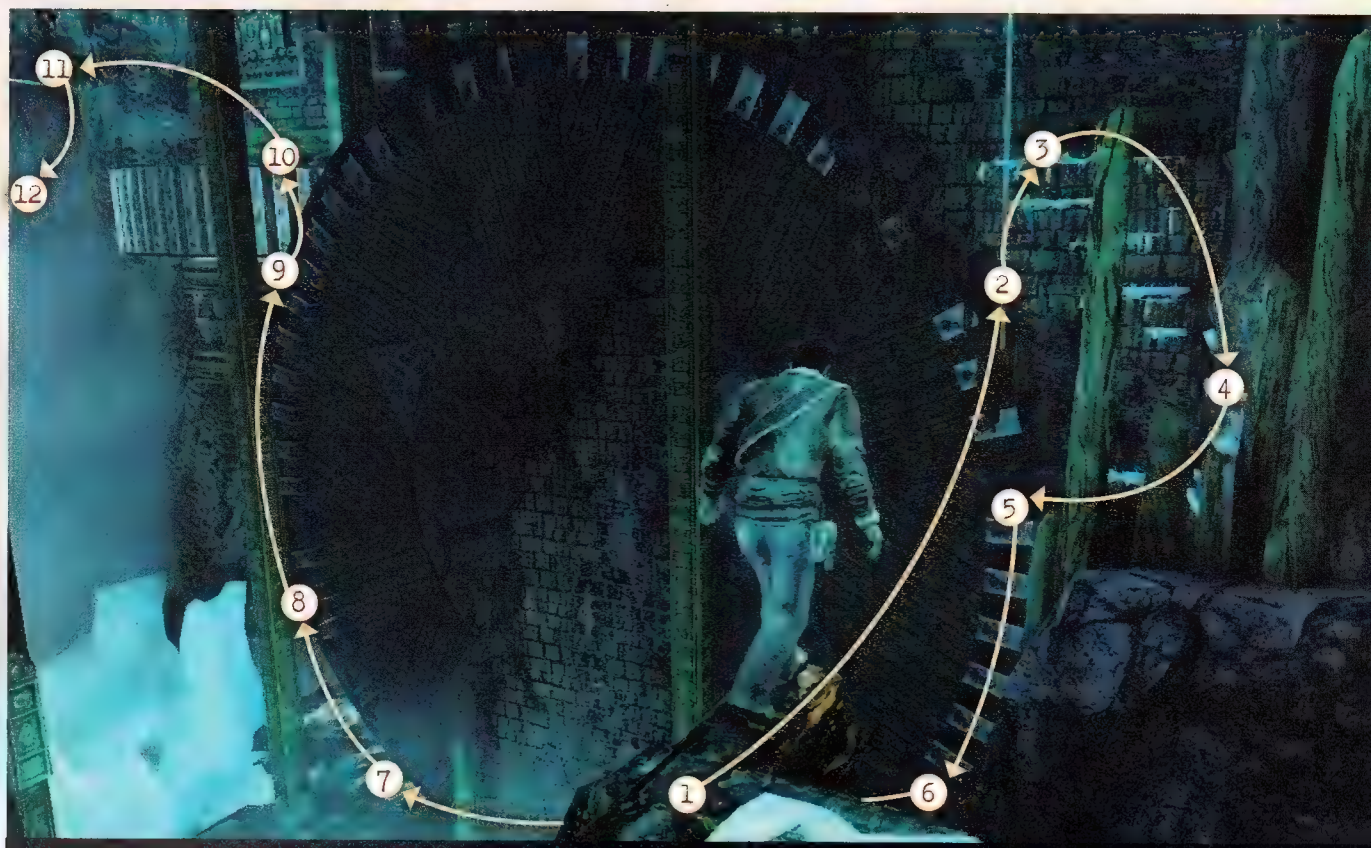
Climb the descending handholds to the right of the lever and move towards the left along the top of the statue's arm. Find the chain at the end of the path and jump to it. Swing across to the beams on the other side of the gap. Drop to the lowest beam and walk to a large vertical gear. Climb over to the gear along the handholds and continue over to the left of the gear. Descend to reach the next beam below. Locate a bit of broken beam and use it to line up with the chain pulleys. Jump to the bar extending across the space and swing toward the pulleys. Traverse the pulleys and jump from the last to the ice-encrusted platform above. Turn toward the next vertical gear. Look for the rope hanging between the gear and your platform.





KEEP IT UP

The chain pulleys move in two directions: the first and third move up while the second and fourth move down. Sharp, deadly spikes are above the pulleys and below them the water is cold enough to cause extreme hypothermia. If Nate rides any of the pulleys for too long, he has one of these two fates waiting for him.



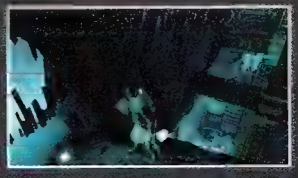
Use the rope to swing to the stone handholds across the way and then climb downwards to reach the gear on the left. Hang on to one of the grooves until Nate reaches the stone floor.

Jump across the gap in the broken floor and follow it around to the other side of the gear. Jump up to hang from one of the gear's wide teeth and ride the gear upwards. Once the smaller gear to the left is in reach, climb over to it and ride it up to its peak. Clamber on top of the horizontal gear on the left then jump to the pole extending from the rock face. Swing out to the ledge below and pull up to finish the detour.

END PLATFORM SOLVING !

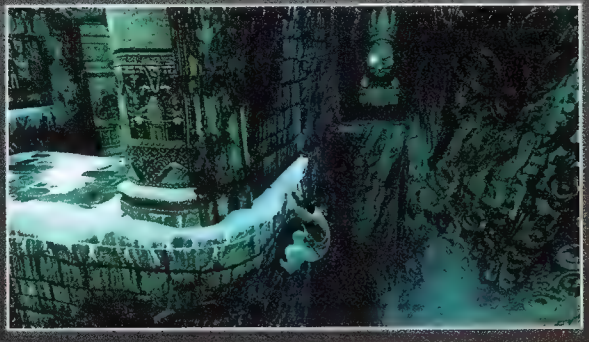
Bronze Dorje—Very Hard

Stay on the first gear instead of transferring to the second. Once Nate reaches the top of the gear, jump up onto the adjacent beam. Walk to the far right and then jump from one broken beam to the next before landing on the small platform ahead. A treasure is tucked away on the platform. Just what it is doing way up here, no one knows, but Nate's found it and will reap the rewards.



Tibetan Ceremonial Axe—Medium

Before climbing onto the ledge and reaching the statue, move along the handholds to reach a hidden area on the right. The small outlet houses only a carved head, but a tiny treasure is inside the head's right eye. Shoot it free and add it to Nate's collection.



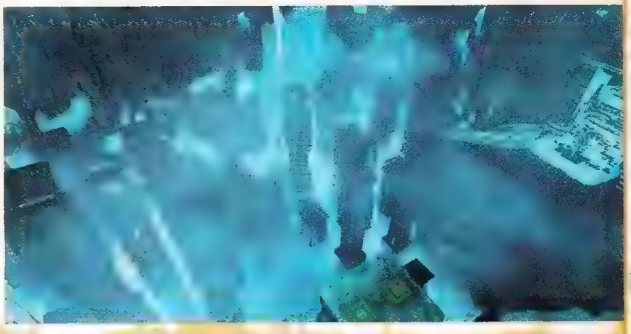
Advanced Fortune Hunter

Nate now has 65 treasures. Along with that he earns the Advanced Fortune Hunter Medal and $10,000. Only 35 more treasures to go!

TOGETHER AGAIN

Just down the stairs, Nate steps on a small, raised square platform, causing a sea of pillars to rise from the water. Across the way, he spots Tenzin quickly moving through the pillars to reach the central platform. Follow suit, moving down and to the right where Nate can jump across to the first pillar.

Turn left to see a gold-handled switch extending from a nearby pillar. Jump to the switch and then swing to the next pillar. Turn left again and use the pole ahead to reach the last pillar before the central platform. The jump to the platform is a doozey, but Tenzin makes sure nothing happens to Nate. He's quite a reliable guy.



DROP OUT

Once Nate lands on the gold-handled switch, it drops slightly. This causes the pillars to begin dropping back into the water one-by-one. Nate better get to the central platform quickly if he doesn't want to have the pillar he's on lower him to his doom.

OFF THE BEATEN PATH

Although there are pillars all over, it is quite clear which ones take Nate right to the central platform. If he decides to wander off and explore the other pillars, he isn't going to live to regret it. As the pillars drop into the water, he finds that there is very little time to explore anything before he's all wet—and dead.

SOLVE THE MYSTERY OF SCHÄFER'S EXPEDITION 2

EXPEDITION PARTY

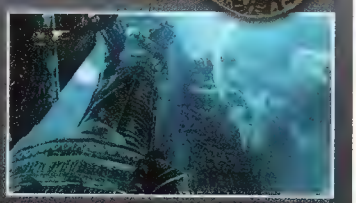
The men each stand on one of the raised, square platforms, causing figures to rise before them. They create a path leading to the statue, which has turned from a peaceful and serene figure to a menacing one.

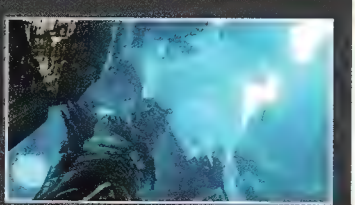
Cross over the top of each figure to reach the base of the large statue. As Nate and Tenzin enter the chamber ahead, the doors behind them seal shut. They are going to have to find another way out later. For now, the two are preoccupied with all the dead bodies littering the ground. It has to be Schäfer's men. But the expedition members didn't just freeze to death. They were shot—all of them.

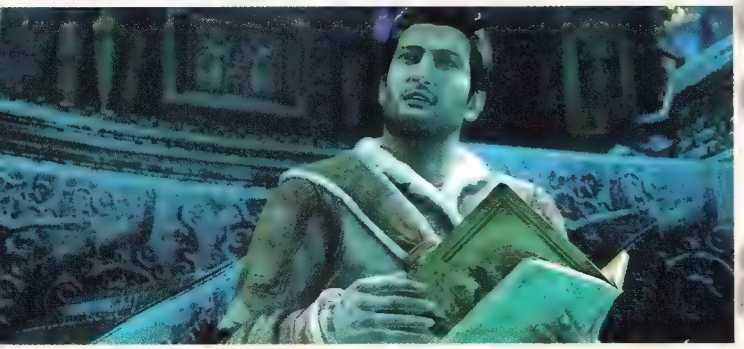
Tenzin picks up a book among the bodies and hands it to Nate. In the pages he discovers links to the Ahnenerbe, a Nazi organization comprised of SS members. Schäfer's men were Nazis and he killed them so they couldn't retrieve the Cintamani Stone! They must get back to Schäfer quickly!

Trigram Thogchag—Medium

Before passing through the opening at the base of the large statue, pause at its base and look up. A treasure is at the apex of its crown. Shoot it free and watch as it plummets toward the ground. It lands near Nate's feet and is perfectly intact. Pretty durable for an ancient object.

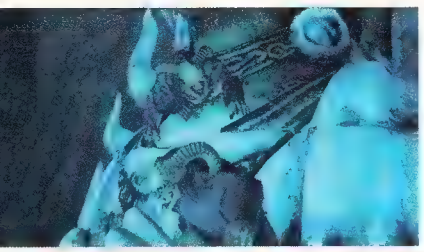






CREATURES FROM THE DEEP

There are plenty of fully loaded MP40s lying around. Grab one and proceed up the stairs to the switch in the back of the chamber. The lever causes an ancient lift to slowly lower from the ceiling. Good, that's their way out. But as Nate looks up to the platform, something else catches his eye. Not one, but two guardian beasts climb into the room, their eyes set on Nate and Tenzin.



The guardian beasts are fast and agile, nimbly springing from one ledge to another. At first they stick to the higher ground, using the stone spheres dotting the upper walls to try and crush Nate and Tenzin. Once a few spheres have been launched, they move in on the two men. Keep as much distance as possible and keep firing. When the lift is down, jump on.

HEADS UP!

Run + Gun = Success

The guardian beasts close in on Nate quickly, preventing him from taking the time to carefully line up his shots. In situations like this, don't forget about Nate's ability to fire on the move.

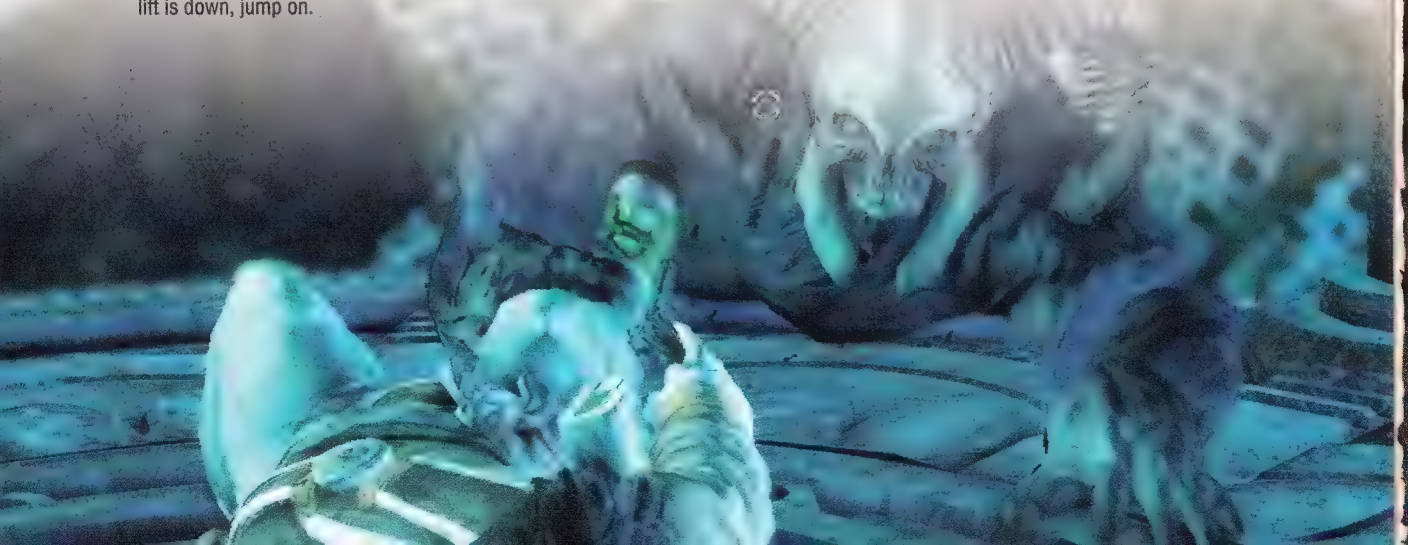
HEADS UP!

MP40 Ammo, Anyone?

There are eight MP40s in the small chamber and each one is loaded with a full 150 rounds. Don't be afraid to use up Nate's ammo; there is plenty more to go around.

Tenzin makes it on the lift shortly after Nate, but they are far from being in the clear. Just as they're high enough to feel safe, a guardian beast leaps onto the lift. It grabs Nate's leg and reaches out to attack, but the adventurer is ready. Fire the P08 point-blank and keep firing. Don't be discouraged if the beast gets in a hit; just keep pulling the trigger until the guardian beast is plummeting to the chamber floor.

Finally, they're out and they seem to be fine. The same cannot be said about the village below.



Chapter 19:

SIEGE

Nate and Tenzin have discovered the truth about Schäfer's expedition, and just how far the old man was willing to go in order to prevent the Nazis from recovering the Cintamani Stone. Nate's determined to talk with him about exactly what happened, but as he and Tenzin look down onto the village, they see a terrible sight: the village is in flames and seems to be under attack.

OBJECTIVES

1 Reach Tenzin's House

TIBETAN MOUNTAIN VILLAGE

1 REACH TENZIN'S HOUSE

The two men rush back to the village to find Elena in a panic, gathering up a group of scared children. Tenzin demands to know where his small daughter Pema is – Elena only knows that she's with Schäfer, but doesn't know where. Meanwhile, the soldiers are getting busy laying waste to the peaceful community. Elena tells Nate that it's their fault - that this destruction is because they led Lazarevic's men to the village. Nate and Tenzin leap into the fray. Nathan Drake is not going to sit still while the bad guys menace his friends.

HERE COMES TROUBLE

Grab the crossbow on the table and take cover against the building exit. The first fight in the village is short but intense, so approach it cautiously. A group of soldiers is firing from the outskirts of the square. Two are on the path ahead and one is on the rooftop to the right. The villagers have taken up arms, but they're no match for modern soldiers.

CROSSBOW

The crossbow is a basic weapon. It fires only a single bolt at a time, and each one must be loaded individually. Nate is only able to carry five bolts at any given time, but considering a single bolt is enough to down one standard enemy, this is still enough to secure a small area.

From near the building exit, terminate the soldier on the rooftop first. He has the best view of the area, and makes moving farther into the square difficult for Nate. If you get him before he can shoot the villager in cover at the low wall ahead, you'll have one extra ally for the fight, too. With the rooftop soldier out of the way, take cover against one of the small stone walls and remove the other two enemies.

RUSTIC

The fence just in front of the building offers a great position to take in all the fighting going on in the square. The problem is that it's destructible. Enemy fire blasts right through the planks of wood, exposing Nate while he's trying to check out the situation.

COVER

VILLAGE FENCES

The fences in the Tibetan village are built by hand and with care. However, they were not made to withstand gunfire. The fences are destructible and therefore not the best forms of cover. Use them only when nothing else is available.

Just past the square, two standard and two light soldiers are ready with weapons aimed. One standard and one light soldier enter from the rooftops to the left of the path. The other two enemies are positioned at the pillars near the base of the stairs. Take cover at the beginning of the path and eliminate the rooftop enemies first before moving on to the ones farther ahead.

After the first soldiers have been defeated, an armored soldier storms up the path. Nate may be running low on crossbow bolts at this point. If this is the case, pick up one of the fallen villager's crossbows to fight off the soldier. The simple weapon gets the job done if he aims carefully. Alternatively, draw Nate's pistol and shoot off the soldier's helmet, making him vulnerable to a head-shot.

RECOMMENDED WEAPONRY

In with the Old

The crossbow may look inferior to the AK-47, M4, and Moss 12-gauge, but as far as long gun weapons go, it packs a powerful punch. Don't pass over this little gem. Sure, it takes a bit of time to load each bolt, but just one shot is enough to kill an enemy, even in mid- to long-range combat. Choose the crossbow whenever it's available and Nate is sure not to be sorry.

RAIN OF FIRE

With crossbow bolts gone or low, pick up the AK-47 before moving on. Around the corner, a standard foot soldier is attacking one of the villagers. Shoot him and then continue forward. Unfortunately, the fighting continues in the square ahead.

The battle in the main village square is intense, and there are many different ways for an inventive player to approach it. Plan your strategy carefully, and if you find that one plan of attack isn't working, switch up your game.

A turret pounds out fire from the left side of the area, so maybe Nate's best bet is to stick to the right. Pick off the merc on the rooftop to the right side of the square and then, in the pauses between the turret's brutal fire, run for the L-shaped cover just before the building.

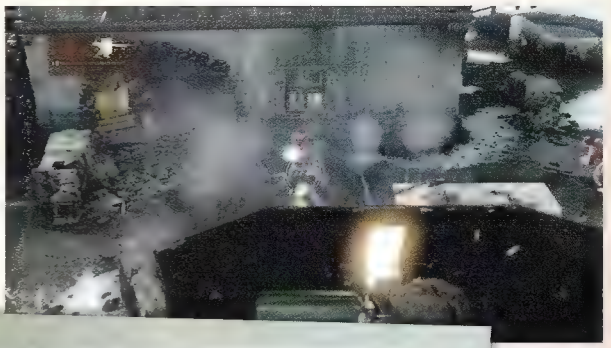
A shotgun soldier and a light soldier exit the side door. Terminate them on sight, but stay aware of the turret. When the coast is clear, enter the building. A few more enemies are scattered across the field, but none of them are really a problem—minus the one stationed at the turret.

When only the turret remains, rush toward its location. There may be a standard soldier or two trying to stop Nate, but just melee them into submission. Take control of the turret and turn to face the field. One good way to approach the turret is to backtrack just past the gateway entrance to the main square, and climb up the low white and red stone wall to approach the deadly machine gun from the left.

There are three main positions enemies take up that Nate must target with the turret. The first and most important is the rooftop to the left. The soldiers here have a clear shot at Nate's unguarded side. Whenever fire is coming from that direction, switch to focus on eliminating them first.

Next is the ground level ahead and to the left. Enemies, such as an armored soldier, fire from here and like to throw grenades to flush Nate out. Don't let them have their way!

Last is the rooftop directly ahead. Several standard soldiers fire from this location. They offer less of a threat than the other positions, but must still be removed.



HEADS UP!

He's Out Of Ammo!

Lazarevic's men often notice when Nate is out of ammo. When the turret is running low, just know that there is a stockpile of M4s just to the right. So if Nate hears the enemies gloating, pick one up and show them who is *not* out of ammo.

RECOMMENDED WEAPONRY

Fine Shootin'

The fights in the village are all about quick firing and deadly accuracy. There are so many enemies about that if Nate takes too long to fend them off, he can find himself surrounded. For now, a good combination to eliminate soldiers without wasting too much time is the Desert-5, found next to the turret, and the M4, found a little farther to the right.

DESERT-5

The Desert-5 is a powerful pistol that often downs a target in one hit. When compared to the Wes-44, the Desert has a slightly larger clip size, holding seven bullets instead of six. Nate can carry up to a total of 14 bullets.

ACCESS DENIED

Leave the turret behind and exit the square to the left. Two soldiers are guarding the exit. Down them with Nate's pistol and then take cover to fend off the next two soldiers attacking from just ahead.

Amber Skull Bead—Hard

Before leaving the square, backtrack to the building on the right where Nate previously took cover. Outside the building there's a large tree and a covered pile of feed for the yak. Climb up the covered hay and onto the roof. The treasure is up against the wall.

As Nate heads towards the gateway below the towering shrine that leads to the next area, an RPG soldier lets an RPG fly into the gateway, toppling it and successfully preventing Nate from proceeding. Nate takes cover behind a fallen section of the gate and can immediately target the RPG-wielding soldier. If Nate has the Desert-5, this would be the perfect time to use it.

A double door has opened at the top of the slope leading up to the RPG soldier, and a shotgun soldier rushes down the steps toward Nate. Eliminate him and then move to target the two additional enemies on either side of the stairs. As Nate clears them out, more enemies enter the fray; this time it's a light soldier and an armored soldier.

Nate should have a grenade or two that he can use to wipe out the armored soldier. If not, unload M4 ammo until the enemy goes down – things go quicker if you shoot off his helmet and then quickly headshot him. Clean up any remaining enemies and collect ammo before moving out.

RECOMMENDED WEAPONRY

Close Encounters

Pick up the two Moss 12-gauge Shotguns before leaving the area. The next series of enemies all appear within the shotgun's instant kill range.

PULL OUT ALL THE STOPS

As you pass through the double doors at the top of the slope, watch out for the light soldier in the room just inside the passageway on the left – he's lying in wait with a grenade that Nate must dodge, and will tangle with Nate and Tenzin if you give him the chance. There's a Pistole in the room that he's hiding in – grab it if you want some extra close-range firepower.

Follow Tenzin through the streets and wait for a moment while he opens the front door of a house at the end of the lane. A shotgun soldier is just past the front door. Don't let him use the element of surprise to defeat Nate. Terminate the enemy on sight.

Suddenly an Mk-NDI drops in from upstairs. Clear out before it has a chance to do any damage and get ready to face the soldier positioned at the top of the ladder. Leap up the steps and blast him away. Once he's down, grab the grenade resting in the left corner of the room.

Climb up the next ladder to reach the building's rooftop. This next battle rounds out the trio of intense firefights in the first half of the village. Again, there are many ways to approach the fight; explore, experiment, and figure out which is the best strategy for you. If one approach isn't working, then mix things up with some climbing, fist-fighting, and stealth!

It's also a long battle, and if you die before the end, you'll need to start right back at the beginning – so take your time, and get into cover when you start to run low on health and the screen turns gray.

Just across the way, Nate sees a villager defending himself against two soldiers. Rush to take cover by his side and help him dispose of the enemies.

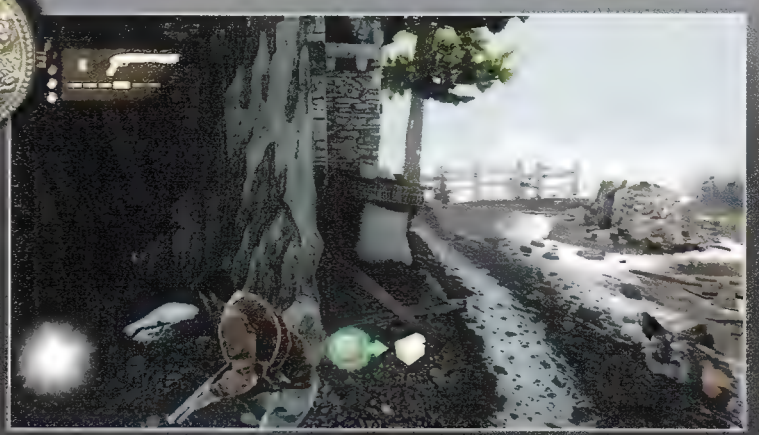
Drop through the opening on the roof to land in a well-stocked home. An Mk-NDI and 92FS are resting on the table and a GAU–19 minigun is leaning in the back corner. Grab the GAU-19 and exit through the back door. Shoot the standard soldier just around the side of the building and then continue out into the open area to face off against several more soldiers, including one with a helmet. Blast them all away, but be careful not to take too much return fire.

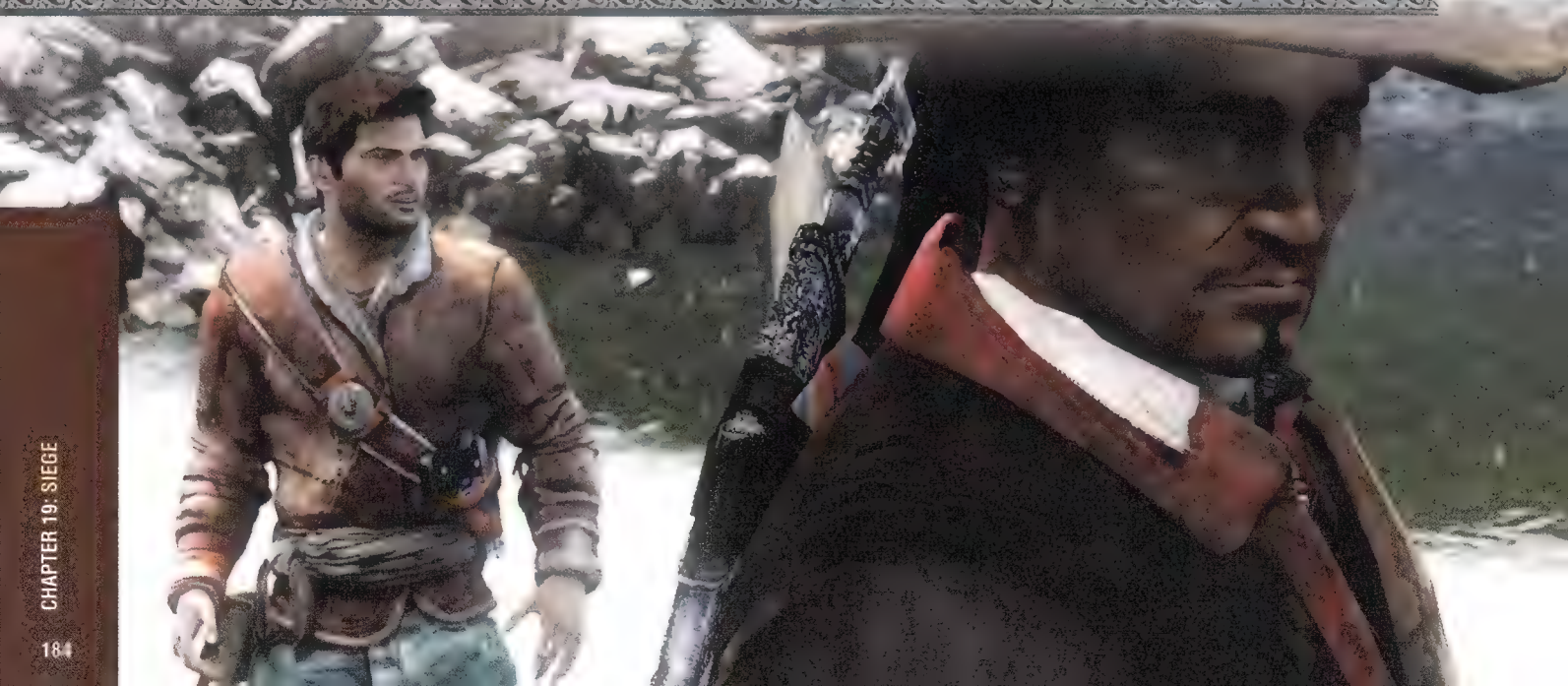
GAU-19

The GAU-19 minigun is a heavy weapon, both in terms of power and actual weight. It is able to unload a steady stream of 500 bullets and runs off of a linkless feed. The weapon's weight greatly slows the user's movement and does not allow them to retreat to cover. As a result, enemies equipped with the GAU-19 are very well-armored.

Antique Ghau—Medium

After clearing away the soldiers with the GAU-19, move back to the shaded side of the building. Look for the treasure at the base of a tree along the wall lined with red doors. Move to the door in the middle to find it.



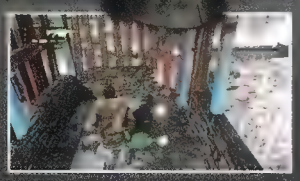


Once the enemies have been cleared, drop the minigun and climb to the roof of the building at the end of the area. Time to put those Mk-NDIs Nate has stored up to good use. Launch one toward the grenadier soldier below and target any soldiers who may have survived the blast. Specifically, look for the shotgun soldier. Once the base of the building is secure, move on to pick up the M32–Hammer that the grenadier dropped.

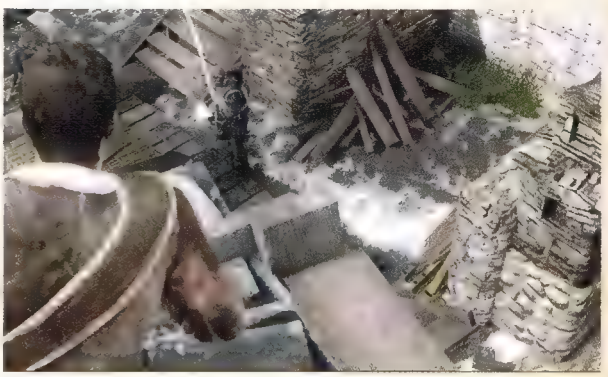
Take cover on the rooftop and target another grenadier soldier on the opposite building. Continue unloading M32 grenades onto the enemies stationed in and near the building. Once the Hammer's ammo is depleted, mop up the remaining soldiers with the M4 or 92FS.

Bell Thogchag—Easy

While taking cover on the roof, take a minute to look behind you. Behind Nate is an elevated lookout with a blue wooden roof - a treasure lies inside. Make time to pick it up once all the enemies on the ground have been defeated.



A few soldiers still remain in the area: two standard soldiers and a shotgun soldier. One of the standard soldiers is equipped with the Riot Shield and a Desert–5. Put some distance between you and him before attacking. The short stone walls work well for cover. Use any remaining M32 rounds and grenades to dispatch the final enemies. At last the area is cleared. Stock up on ammo and follow Tenzin who has rushed into his house, searching for his daughter. When Tenzin is sure that his daughter isn't on the ground floor, follow him up the ladder to the second floor of his house, and out onto the balcony.



Chapter 20:

CAT AND MOUSE

The attack on the village is ruthless. Lazarevic's men have spread out throughout the peaceful settlement, and as Nate and Tenzin progress farther into the snowy streets, things only get worse. The warlord is holding nothing back.

OBJECTIVES

1 Avoid Tank Fire

2 Defeat the Tank

TIBETAN MOUNTAIN VILLAGE

1 AVOID TANK FIRE

Tenzin and Nate have made it to the heart of the village and spot Schäfer and Tenzin's daughter a little farther on. They also spot a tank - a very large tank - that is pointing its barrel in their direction. Crap.

BACK ALLEY SCRAMBLE

The tank fires on Tenzin and Nate, who leap to safety and end up on an open field below Tenzin's house. Keep to the right side of the field and open fire on the light and standard soldiers that rush into some low cover near a tall wall uphill and ahead. Shortly after Nate starts firing, the tank launches a shell at the wall and crashes through the rubble, crushing the unfortunate soldiers in its rush to get a line of sight on our heroes.

Follow Tenzin across the field and up to the building ahead. Take cover behind the wooden fence or the wall while Tenzin works to get the doors open. The fence doesn't hold up under tank fire, but the wall offers sturdier shelter.

WELL, LOOK AT THAT

The monstrous enemy tank is an impressive and intimidating piece of machinery. Be that as it may, don't stop in fear, awe, or wonder. In fact, don't stop at all! If Nate gives the tank even a second to target him when he's out of cover, he's a goner.

MAP 1
FINISH
START
MAP 2
FINISH
START
LEGEND
· b
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· f
· g
· h
· i
· o

Tour Guide

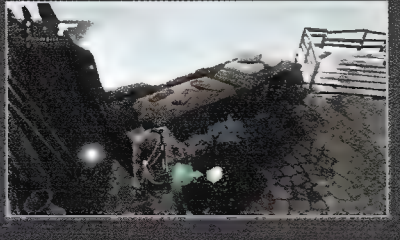
HEADS UP!

Tenzin has spent his whole life in his village; he knows every house, back alley, and hidden route like the back of his hand. This comes in handy when he and Nate are running for their lives. Whenever Tenzin takes the lead, follow suit. He is sure to take Nate in the right direction.

Enter the building with the door Tenzin has busted open and veer right to immediately vault out of the large open window. Keep running once Nate lands on the ground. Just ahead a shotgun soldier jumps out to face the run-aways. Dispatch him on sight; if he gets a chance to fire, it's all over.

Yak Horn Carving—Easy

Stop for just a second before climbing over the brick wall. A glowing treasure is at its base on the right. It seems like such an easy pick up, but Nate can step right over it if he isn't careful.



RECOMMENDED WEAPONRY

Hello There

Pick up the Moss 12-gauge Shotgun dropped by the soldier. Nate is sure to be happy he did. The next enemy that appears comes out of nowhere, and is only a few feet away. The shotgun ensures that this nasty surprise is dealt with quickly.

A light soldier leaps into view at the top of the stairs. Terminate him before moving on to the brick wall at the end of the path. Jump onto the wall and use it for cover as a sniper, light soldier, and standard soldier fire down from the opposite building. Work with Tenzin to pick them off one by one. Once the rooftop is cleared, vault over the wall and continue down the path.

Professional Fortune Hunter

Nate doesn't mess around when it comes to treasure hunting and his collection of 70 ancient objects proves it. The Professional Fortune Hunter Medal was well earned, as were the $10,000 and Bronze Trophy that came with it.

The route leads to an open square where a group of courageous villagers are trying to fight the tank in vain. Follow Tenzin across the square and through the ruins of a building that explodes ahead under the impact of a well-placed tank shell. Join another group of villagers in the stables to the right, and head up the hill to two small, open buildings. Head around the back of the first building ahead and move to the second small, stone structure. Take cover along the far right side. This lines Nate up with the three soldiers across the square and protects him from tank fire.

Lob an Mk-NDI into the clustered enemies to wipe them all out in one go. If you don't have any grenades, aim well and neutralize the soldiers quickly. The tank is closing in fast and if Nate takes too long, he is hit with a massive blast.

A shotgun soldier is waiting for Nate and Tenzin on the stairs across the street and to the right. Rush him while firing to clear the path ahead, or carefully snipe him from across the street.

HEADS UP!

Desperate Measures

Normally, it is not wise to rush enemies armed with weapons that can kill Nate instantly. It's pretty risky, but it's even riskier to stick around the stone structures. The enemy tank starts blowing apart the structures shortly after Nate starts fighting. If the adventurer sticks around too long, he may well be blown apart along with the small buildings.

MOVE IT, MOVE IT!

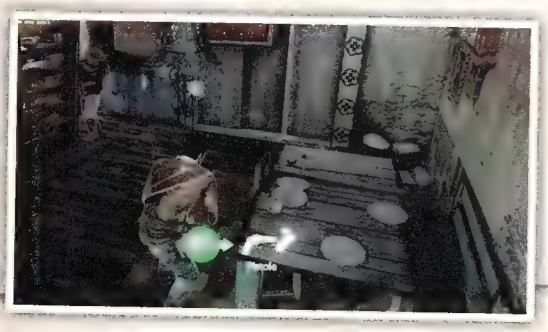
Run up the stairs across the square to reach a small wooden bridge. Don't head right up the street and go under the bridge – that way means sure-fire defeat for Drake, as the tank's powerful machine gun can easily mow him down. Head across the bridge, but the tank is now right behind Drake—not good. It fires at the bridge, destroying it in a shower of wooden splinters and, at the same time, opening a path to the left.

The tank is hot on Nate and Tenzin's heels, unleashing turret fire at their rears. Keep moving forward to stay one step ahead of the stream of bullets. Leap into the next building and pick up the Pistole on the table at the far end of the room behind the ladder before climbing up the ladder to the second floor. There's an AK-47 waiting for Nate, but so is a standard soldier. Dispose of the enemy and grab the weapon. With the coast clear, leap to the adjacent building.

RECOMMENDED WEAPONRY

Near and Far

When selecting weapons, it is always so important to have a balance of close- and long-range options. So, if Nate picks up the Pistole, he should really switch out his Moss for the AK-47.



Move through the room and head right to leap across the alley to the second floor of the building on the other side of the street. Immediately take cover behind the desk and terminate the lone enemy stationed in the room. Then move ahead and work with Tenzin to push away the wooden beams and rubble blocking the exit – tap △ as fast as you can to help Nate lift the heavy load. Head outside when the blockage is cleared.

The tank is running parallel to Nate and Tenzin, shooting at them from the main street. Move quickly to stay ahead of the fire. Use the bar ahead to swing over to the broken wall. Vault over the wall and lean back to reach the ledge at Nate's back. Pull up and follow Tenzin down the path.

Just as Nate takes one step forward, he is blasted back as the tank barrels through the wall on his left. As soon as he climbs to his feet, run away from the menacing tank along the path through the doorway to the right. Slow down as Nate approaches the corner up ahead. A light soldier and shotgun soldier are just around the bend. Blast them away with the Pistole, or grab the M4 lying in Nate's path near the corner.

Bronze Tzongkhapa Statue—Easy

Look for a little alcove to the left just before the corner hiding the light soldier and the shotgun soldier. There, Nate finds a treasure tucked away at the base of the wall.

About three steps later, a light soldier jumps into view. Terminate him and keep running. Follow the path as it cuts right sharply before the blue wooden structure – don't move too far towards the tank that appears at the end of the alley - and watch for the standard soldiers in the tiny courtyard ahead. Dispose of them before continuing forward. The narrow path leads around to the right – again, dodge away from the tank to the left – and through the buildings to what looks like a dead end at first glance. However, there is a narrow cliff side trail just below.

As Nate shuffles along a dangerously thin strip of rock, the tank makes a sudden appearance at the cliff edge overhead. The shock is enough to knock him off the ledge and to cause him to have to continue forward by climbing along the edge of the trail. Once the path is wide enough, climb up and run right to the nearby rooftop.

Tibetan Trumpet—Easy

While running along the rooftops, stop on the lower ledge to pick up a treasure. If Nate passes the multicolored flag, he has gone too far. Snag it quickly! There is no time to waste when one is running from a tank.

Navigate over to where the main street continues. Climb onto the path where there is a break in the fences and prepare to run. The tank bursts through the wall of the building behind Nate and continues its deadly pursuit. Man, this thing does not give up.

Continue along the path. Drake is soon delighted to see Tenzin waiting for him on a flight of steps leading to the yard of a large house above and to the left. Running to the right, up the main street, is a sure-fire way to get mown down by the tank.

Several soldiers are lying in wait, just inside the house. Nearly the entire squad is blown away by their own tank as it fires into the side of the building. Use the momentary confusion to wipe out any survivors and exit through the door on the left. Melee the shotgun soldier just outside and then climb up the ladder to the building rooftop.

DEFEAT THE TANK 2

THE LAST STAND

A shotgun soldier is stationed on the roof waiting for Nate. Remove him on sight and pick up the RPG–7 he drops. Yes! Now Nate's in business. Fire the powerful rocket-launching weapon at the tank down below and then retreat back into cover.

HEADS UP!

Rock It

There are two forms of cover on the roof, one is a short stone wall, and the other is a red wooden fence. The fence is destructible and instantly falls apart under gunfire. On the other hand, the stone is extremely durable and even protects Nate against close-range tank fire.

BLAST OFF

Even though Nate is protected from fire when behind the short stone wall, the sheer force of the blasts from the tank and RPGs are enough to push him away from cover. This exposes him to follow-up rounds, which can be very damaging. When Nate is blasted off his cover, get back into cover as quickly as possible.

A standard soldier and shotgun soldier have taken up position on a distant rooftop to the left. Nate has some choices to make here. He could carefully pick them off from in between the barrages of fire from the tank. If Nate has a grenade, use it. If not, make good use of the FAL resting close by. Alternatively, Nate could just run for it, leaping down from his rooftop and dashing across to the building on the left.

Wait for a break in the tank's assault and then drop to the ground – make sure not to head back the way you came, but move to the next building ahead. Sprint to the building as soon as Nate's feet touch the dirt.

A handful of enemies are inside the building. Knock over a nearby desk and eliminate them from cover. Move outside and face off against a sniper. Strike him into submission and snag his Desert-5. Finally, climb the steps to the rooftop and pick up the RPG. Launch your second crippling RPG round at the tank while avoiding any return fire it spits back at you.

HEADS UP!

Little Pests

There are a few standard and light soldiers on the ground that occasionally fire up at Nate. He can either leave them alone since they don't do any major damage, or he can remove the minor threat. If you do choose to get rid of them, try using an Mk-NDI before using up any bullets.

Climb up to the next level of the rooftop and quickly take cover. Up on the distant roof to the right is another RPG soldier. He's very far away, but still within the Desert-5's range. Carefully pick off the enemy and then move on to the neighboring building.

Gill Tara Statue—Medium

Drop through the opening on the current rooftop to land on a wide ledge. Directly to Nate's left is a twinkling treasure. Pick it up and then scramble back up to the roof before the tank has a chance to target Nate's new position.

Run along to the right-hand side of the building and take cover behind one of the short stone walls. Between bursts of bullets from the tank, run to the next building and lean against the first woodpile to take a break from the incoming tank fire.

COVER

WOOD PILES

The stacked piles of wood found in the Tibetan village provide full coverage against direct fire. Their height allows Nate to stand against the cover rather than crouch, allowing for more movement.

Climb up to the rooftop holding the dropped RPG – the safest way to do this is to go into the alley ahead and around the corner to the left. There's a ladder there that is shielded from the tank's deadly assault by a tall stone wall. Grab the RPG-7 and fire it at the tank. This last assault is almost enough to finish the beast. One more RPG should do it, and across the street Nate sees just what he needs. It's too bad the weapon is surrounded by a sniper, shotgun soldier, and standard soldier. Terminate the enemies one at a time, starting with the face mask and sniper. If you keep getting knocked out of cover by the tank's explosive shells, stand back from the edge of the rooftop, away from its assault, and strafe left and right to pick off your adversaries.

RECOMMENDED WEAPONRY

It's All Good

An M4 and FAL are resting on either side of Nate. Both of these, in addition to his pistol, can be used against the enemies stationed across the street.

There isn't much ammo in each weapon, so running out of bullets for at least one gun is a real possibility. Don't be afraid to mix it up by switching between the automatic and semi-automatic rifles.

Once Nate has cleared out the final building, move to the zip line on the left of the rooftop and press △ to glide across the street and pick up one last powerful tank-killer. Fire at the tank, and watch the beast burn.

SWOOP IN FOR THE KILL

There are three powerful enemies in the last building. Duking it out in a confined space with a sniper and a RPG soldier isn't the smartest idea. Add the tank fire into the mix, and Nate is just begging to be overwhelmed if he crosses the street on the zip line too early.

Chapter 21:

CONVOY

Tenzin and Nate have cleared out the village, but the damage that has been done to the innocent residents is staggering. They have lost so much, and all because of one man's quest for the Cintamani Stone.

TIBETAN MOUNTAIN PASS

1 DESTROY THE ENEMY CONVOY

Tenzin is reunited with his daughter, but Schäfer and the golden phurba have been captured. Nate and Elena have got to catch up to him, and quickly. The convoy returning to Lazarevic is already heading out. The two hop into an enemy truck and take off after the vehicles. As soon as they reach the rear of the convoy, Nate leaps into action.

ROAD RAGE

Climb into the enemy vehicle and shove the light soldier out of the truck bed. Pick up any ammo before turning to face the soldiers targeting Nate from the right. Use the side of the truck bed as cover and rake the two enemies with fire.

TRUCK BED PANELS

COVER

The wood panels that run along the sides of enemy trucks are not the sturdiest objects. They do not hold up under fire and break off in large sections. However, they are the only form of cover the convoy has to offer besides the vehicles themselves.

The vehicle to the right pulls in front of Nate and collides with the truck he's on, damaging its engine. It's close enough for him to jump to, which is what he should be doing. Based on how powerfully his current truck is smoking, it won't be much longer until it blows.

TER

OBJECTIVES

1 Destroy the Enemy Convoy

IT WAS AN ACCIDENT!

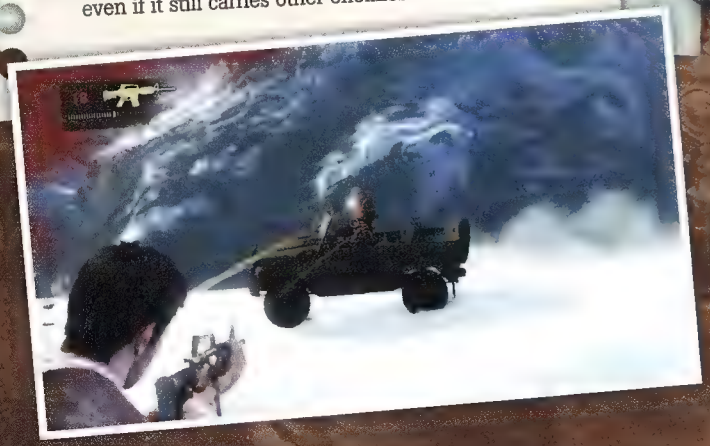
Once the vehicle Nate is on starts smoking, it's time to hit the road. Look for the closest truck and jump on. If Nate sticks around the burning vehicle for too long he's likely to get into an accident.

Two vehicles approach from the rear, moving up to the left side of Nate's truck. Target the enemies on the back of the next truck while the smaller 4x4 zooms by to follow the upper trail. Once those two enemies are out of the picture, switch Nate's focus to the light soldiers in the small 4x4.

HEADS UP!

Zoom Zoom

Target the smaller vehicles as soon as they start attacking Nate. Any that he fails to terminate right away continue to drive round the pass causing a ruckus. If there isn't enough time to eliminate all the soldiers inside the 4x4s, focus on the driver. Without someone behind the wheel, the vehicle careens out of control even if it still carries other enemies.



Soon, a truck with a grenade-launcher mounted to the rear wall pulls up nearby and fires at Nate's truck. It's time to switch vehicles again. Leap to the previously cleared vehicle on the left with its empty flatbed and pick up the dropped M4s. New enemy fire starts pouring in from 4x4s on the right. Target the latest threats and watch for the enemies firing from up ahead.

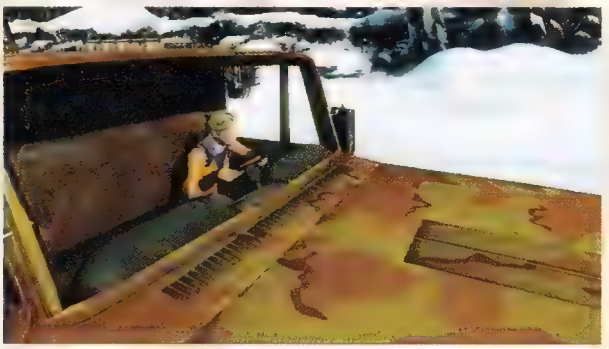
It's not long before the grenade launcher takes another potshot at Nate's truck. As Nate's truck rams into the vehicle on the right, leap onto the covered truck bed. More small 4x4s appear to the left and the grenade-launcher truck races on ahead. Hang off the right side of the covered truck to protect yourself from the 4x4s' fire and focus on clearing out the mercenaries driving them.

While Nate is taking aim, his vehicle rams the rear of the truck ahead as the grenade launcher once again pummels his truck. Use this opportunity to jump into vehicle ahead. One, final time the grenade launcher fires at Drake's truck. Look over the cliff side to the right and leap down to the truck below.

BOMBS AWAY

Nate disposes of the soldier in the back of the vehicle and then takes hold of the mounted grenade launcher. Take aim at the approaching vehicles and fire. Focus on closer threats first. The closer the 4x4s are, the more damage they inflict. Continue unloading grenades until the road is cleared.

Just as one problem is solved, another pops up. Elena comes driving down the path to the right, hounded by an enemy truck. Fire round after round until the vehicle explodes, and then switch to target the smaller 4x4s that have swooped down into the pass.



Elena runs into trouble once again, literally, as another large vehicle rams into the side of her truck. Blast it away and watch for the next wave of small 4x4s. As they rush to Nate's right, blow them sky high. A few drop in from the path above; target them before they have a chance to join the pack.

Suddenly, an RPG soldier on a distant truck fires at Nate. The mounted weapon breaks off the back of Nate's vehicle and smoke starts billowing out the sides. Hop over to Elena's truck before he is caught up in the pending explosion.

The two race toward the lead car where Schäfer is being held. They just about reach the vehicle when their own is blasted apart. Ouch.

Chapter 22:

Nate and Elena raced after Lazarevic's convoy, leaving the village and Tenzin behind. All that mattered was to reach Schäfer and retrieve the ritual dagger. But the two came up short. There's no happy ending here.

OBJECTIVES

1. Find Schäfer
2. Clear the Towers
3. Continue through the Monastery

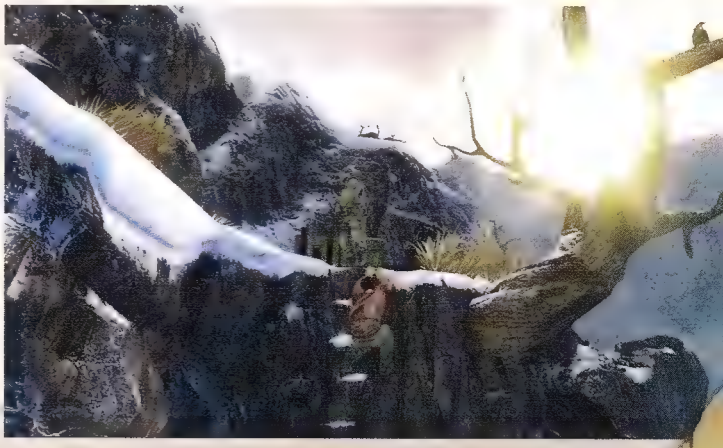
TIBETAN MONASTERY

1 FIND SCHÄFER

The two rescuers pull themselves up from the wreckage. Nate spots Schäfer in the distance, but things don't look good. They have to hurry if they hope to reach the old explorer before Lazarevic decides he's no longer of use.

STORMING THE CASTLE

Climb up to reach the parked trucks leading up to the enemy occupied monastery, or Gompa. There are five soldiers in the area, and the first two can be killed easily with stealth attacks. At the edge of the makeshift parking lot, grab the standard soldier positioned close by. Toss him over the cliff and pick up his dropped M4. Ignore the soldier walking away for now. Instead, wait for the farthest light soldier to turn away and then move around to the side of the truck just ahead and stealth kill the light soldiers in the area. Now it's time to remove the previously ignored soldier.



HEADS UP!

Here I Am!

Although there are five enemies ahead, all of them except one are light soldiers. After Nate picks up a weapon, there is nothing stopping him from popping out from behind cover and terminating the entire squad. No guts, no glory.

START
n
FINISH
h
MAP 3
Begin Platform Solving 3
MAP 2
LEGEND
a
d
e
f
h
k
n
t
FINISH
Begin Platform Solving 2
MAP 1
START
START
Begin Platform Solving 1b
FINISH
Begin Platform Solving 1a

RECOMMENDED WEAPONRY

Crossfire

If Nate *stealth kills the standard* soldier, he gains access to a Pistole. It's a great close-range pistol, but Nate isn't going to need it for the first stage of the next fight. His 92FS is better-suited for the beginning of the fight. However, the crossbow found farther ahead should definitely be retrieved. Its silent kills become incredibly handy.

Tibetan Silver Earring—Medium

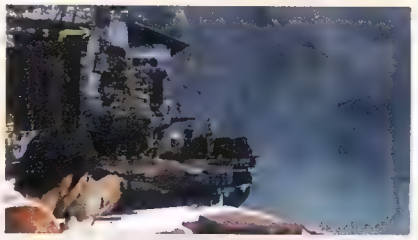
Check out the gate at the rear of the parking area once the soldiers have been eliminated. A shimmering treasure is attached to the center beam at the top of the gate. Shoot it down and add it to your growing hoard of ancient artifacts.

Follow the path to the entrance of the Gompa. A dead body lies at the second set of broken stairs along with another crossbow. A number of soldiers are inside the structures ahead. Grab the crossbow and take cover at the top of the steps. The silent, instant kills delivered from the ancient weapon allow Nate to eliminate a few of the soldiers before he's spotted.

FAST LANE

Nate is handy with a gun, but he's far from being an invincible, one-man army. Making a beeline for the enemies stationed inside the building is a good way to get the adventurer killed. Lazarevic's men don't spot him right away, but as soon as the first gunshot is fired, the small army of soldiers is all over him.

Target the two light soldiers and single standard soldier on the right side of the courtyard first. Then focus on the other standard soldier stationed beyond the opened doors. Once he's down switch to Nate's pistol. Fire at the shotgun soldier inside the building. The gunshot alerts the rest of the enemies and they begin to stream out toward Nate.



Remain at the top of the stairs and let the soldiers come to you. Pick off the soldiers as they close in. Keep an eye out for any armored soldiers and reinforcements.

Gompa

Scattered across Tibet are the many ancient Buddhist Gompas, some of which have fallen into disrepair and others that are still cared for to this day. Gompas are Buddhist monasteries where the lamas (monks) and chomos (nuns) meditate peacefully. The word Gompa translates literally to "solitary place," as the location of the Gompa is one of its most defining features and necessary for the meditation and rituals that the monks practice within. Though Buddhism spread to many countries, Gompas are largely localized to Tibet and the Himalayas where the more mystical Mahayana Buddhism was practiced, and have ended up playing a large role in the development of Tibetan society.

The origin of Gompas is attributed to the time of the Buddha himself who decreed that all monks should go forth and work to better society and help others to achieve enlightenment. Gompas were founded in areas that met certain geological and spiritual requirements. For example, the entrance to the Gompa must always face a certain direction (east if possible) and is considered more holy if near a stream or waterfall. A main temple is built into the Gompa with dormitories to house the monks. There are often many smaller buildings positioned around the Gompa as well, most of which are Buddhist Stupas (shrines). These buildings are carefully positioned according to spiritual tenets.

Despite the lonely nature of these mountain-top monasteries, the inhabitants often developed close relationships with nearby communities and became driving forces in Tibetan life. Many were built near towns or soon had towns spring up near them as they became centers of commerce and culture. Frequently, Gompas were the largest employers of laymen to work around the monastery, ranging from menial to agricultural tasks. Constant contact with the townspeople would also cause strong bonds to be formed and the villagers would often donate goods to the Gompa in exchange for the blessings and rituals the monks would perform. Fiscal conservatism allowed the Gompas to use the money produced from agriculture and trinkets to provide many community services - such as loans and aid - for the townsfolk. They even played a large role in the politics of Tibet by advising kings and royalty for generations.

In short, the Gompas were responsible for much of the development of Tibet, contributing economically, politically, and culturally to its growth. The spread of Buddhism by the Gompa's monks helped turn Tibet into one of the world's largest pacifist populations and they continue to spread Buddhism all over the world. They serve as one of Tibet's most defining and enduring aspects of its culture.

EASY TARGET

Don't wander out into the open. The standard and armored soldiers move in quickly, and if Nate steps out from cover, it provides them with an extremely easy target.

Move out from the stairs when Nate is running low on ammo and cross the narrow wood plank. Circle around to the right side of the dilapidated gate and take cover among the broken pillars and walls.

RECOMMENDED WEAPONRY

Pistole Power

Pick up the Pistole dropped by the shotgun soldier or the one stationed on the right side of the area. They don't have much range, but are effective against armored soldiers. And it just so happens that an armored soldier is coming up!

There are several enemies in the open room, including another standard soldier. Grab any nearby ammo and grenades and then target those closest to Nate. Move to the upper room along the right side of the area and stock up on M4s. There are plenty. Once Nate's set, slowly move into the open area and clear out enemies as they you spot them.

HEADS UP!

Bombs Away

Mk-NDIs are stationed all around the combat zone. Use them freely. Since Nate can only hold four at a time, he might as well keep clearing some space to pick up new grenades.

Focus on neutralizing the sniper when he makes his appearance. Make him a priority and take him out before returning your attention to remaining enemies. The fight is not over yet! Turret fire suddenly blasts into the open room and Nate sees a turret stationed across a bridge, in front of the next building.

Ritual Crown—Hard

Backtrack to the right side of the combat area and move to the cliff edge. Drop to hang over the side and move along to the right until Nate reaches a series of handholds protruding from the cliff face. Use them to navigate down to the pole extending from the rock. At the end of the pole, a treasure is living life on the edge...so to speak.

Senior Fortune Hunter

Just when it seems like Nate can't possibly be able to collect any more treasures, he snags a few more. 75 total artifacts are in his collection. That's impressive, in case that wasn't obvious. With all those treasures he has earned the Senior Fortune Hunter Medal as well as $10,000.

RECOMMENDED WEAPONRY

Upgrade

There are several types of weaponry in the first building. Two SAS-12s are available, two Pistoles, six M4s, three 92FS, and three Mk-NDIs. That's plenty from which to choose. There are two particular weapon combinations that complement each other well for the upcoming fight: M4 & Pistole or SAS-12 & 92FS. Each set has a combination of one long- and one close-range weapon.

GUNNED DOWN

Restock Nate's weapon supply before addressing the turret. Take note of the SAS-12 Shotgun as he is moving through the available guns. It looks like Lazarevic's men have been upgrading their weaponry.

Move up to the wood cart between rounds of fire. Take cover behind it and push it toward the gap on the far side of the bridge. Pushing the cart into the gap causes it to tip upwards, providing cover from the turret. However, the cart does nothing to protect him from the enemies moving in on the right. Pick them off with Nate's chosen long-range option.

SAS-12

The SAS-12 Shotgun is a powerful weapon capable of delivering instant kills to mid- and close-range enemies. It can hold eight shells at a time - two more than the Moss - and Nate can carry up to eight additional rounds.

COVER

CARTS

Carts are versatile forms of cover. They can be moved by pressing on either the front or back end, and can be tipped upright if they are pushed into a small gap. While tipped, carts provide full standing cover. In their untipped position, they offer roughly the same cover as a wood crate or metal storage crate. However, vaulting over them can prove to be somewhat difficult because of their width.

Drop to the left of the bridge and use the red-painted beams along the retaining wall to navigate around to the left side of the turret. Move in to kill the soldier on the mounted gun and then take up the weapon.

Silver Official Seal—Easy

If Nate follows the path of red-painted beams around to the left of the turret, he is sure to run into this treasure. The twinkling treasure is in a small handhold along the outer left wall. Look for it about halfway through his climb.

Rotate the large gun to face the squad of soldiers running down the elevated walkway to Nate's left. As soon as they're disposed of, turn into the building with his close-range weapon at the ready. A shotgun soldier, a light soldier, and a standard soldier are stationed inside.

There's an Mk-NDI, SAS-12, Pistole, and 92FS in the main room. Make sure Nate's weapons are in order and then head up the stairs and out onto the elevated walkway where a shotgun and a standard soldier are waiting. Eliminate them with a close-range weapon and then move out to crush any enemies remaining on the walkway.

Elena shouts out that more of Lazarevic's men are on the way and tells Nate to get back onto the mounted gun. Do as the lady says and rush back to the turret.

Rather than a simple wave of soldiers, a tsunami of enemies washes over the area. Don't get overwhelmed at the sign of the oncoming horde of soldiers. Man the turret and remove the helmeted standard soldier located on the upper right platform first. He is the only one who attacks from the right, so removing him clears that section of the fight and allows you to focus on a smaller area.

Next to fall are the two snipers. Once they are down, focus on the torrent of enemies crossing the bridge and rushing Nate's position. Don't give in to their relentless assault. Once the three armored soldiers approach, fall back inside the building.

Grab any close-range weapons available and take cover. As the armored soldiers enter the building, start firing. Once they are down, move back to the turret to finish off any remaining soldiers.

HEADS UP!

Blind Shot

Close-range weapons are less effective when Nate uses them for blindfire, but that doesn't matter right now. There is enough ammo around to stick to the safer, but weaker, form of attack.

IN RUINS

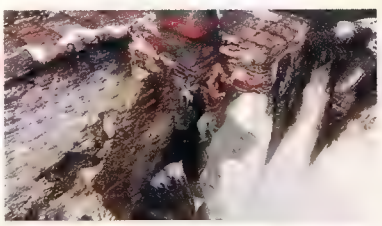
Back inside the building, Elena is waiting for Nate by a large, red door. There is a winch on either side of the doorway. Two winches, two adventurers. It looks like this is a two-person job. Approach the winch on the right and start hauling. Once the door is lifted high enough, Elena and Nate can slip under and continue through the Gompa.

RECOMMENDED WEAPONRY

Locked and Loaded

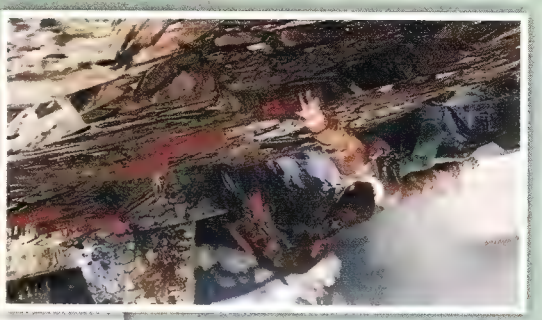
Before meeting up with Elena, check out the weapons in and around the building. There are M4s and Pistoles everywhere, enough to fully stock Nate and then some. Check the weapon stockpile on the elevated walkway. Move up the stairs to the building's outer wall to find a stash of two M4s, a Pistole, and an Mk-NDI. Nate doesn't use the weapons right away, but it won't be too long before they are proving their worth.

The new area ends abruptly. A waterfall cascades down filling the vast space between where you are and where you want to be. Looking over the drop, Nate sees a long strip of wood connecting the two areas. It's not close though, and Elena would have a hard time with the climb down. Luckily there's some rope by the wood beam that she could use. Head down and toss it up to her.



Head to the far left side of the broken walkway and drop to hang from the red handholds running down the ruined structure. Navigate over to the exposed red beams leading to the lower level. Many of the beams are rotted out and crumble under Nate's weight. The last beam holds—thankfully.

HEADS UP!



Drop It

The monastery is an ancient compound. It's still a wonder that it's even standing, so it makes sense that not every handhold is in the best condition. It's tricky to spot which handholds are strong enough to hold Nate and which are not. In fact, it's near impossible. Sometimes, Nate might be able to see a slight difference in the coloring. The brighter red handholds can hold him, while the darker red ones crumble.

Drop to the ground and then move over to the rope and long, makeshift bridge. Nate tosses up the rope and tells Elena to follow him as he moves across the narrow beam.

Entering the cavern on the other side, you find a small section of crumbling, stone wall extending from the solid rock wall on the other side, along with a beautiful view of the surrounding mountains. Leap out to the handholds on the stone wall, climb up as far as possible, and then jump to the small cavern to Nate's back. Turn back to help Elena up before exploring the cavern's contents.

The only thing in the cavern is a squat statue on a moveable plane. Take up position against one of the flat slabs on the right side of the statue's base and team up with Elena to push the statue under an opening in the rock. The path ahead leads to a sharp drop. The only route is along the thin strip of wood beam to the left and then up the connecting stairs. A rope is dangling overhead as you reach the top of the steps. Climb up and onto the next section of the Gompa.

Pulling out his binoculars, Nate can see Schäfer being forced along by Lazarevic. They look like they're heading deeper into the Gompa. The two rescuers better hurry, or else they won't have anything left to rescue.

CLEAR THE TOWERS 2

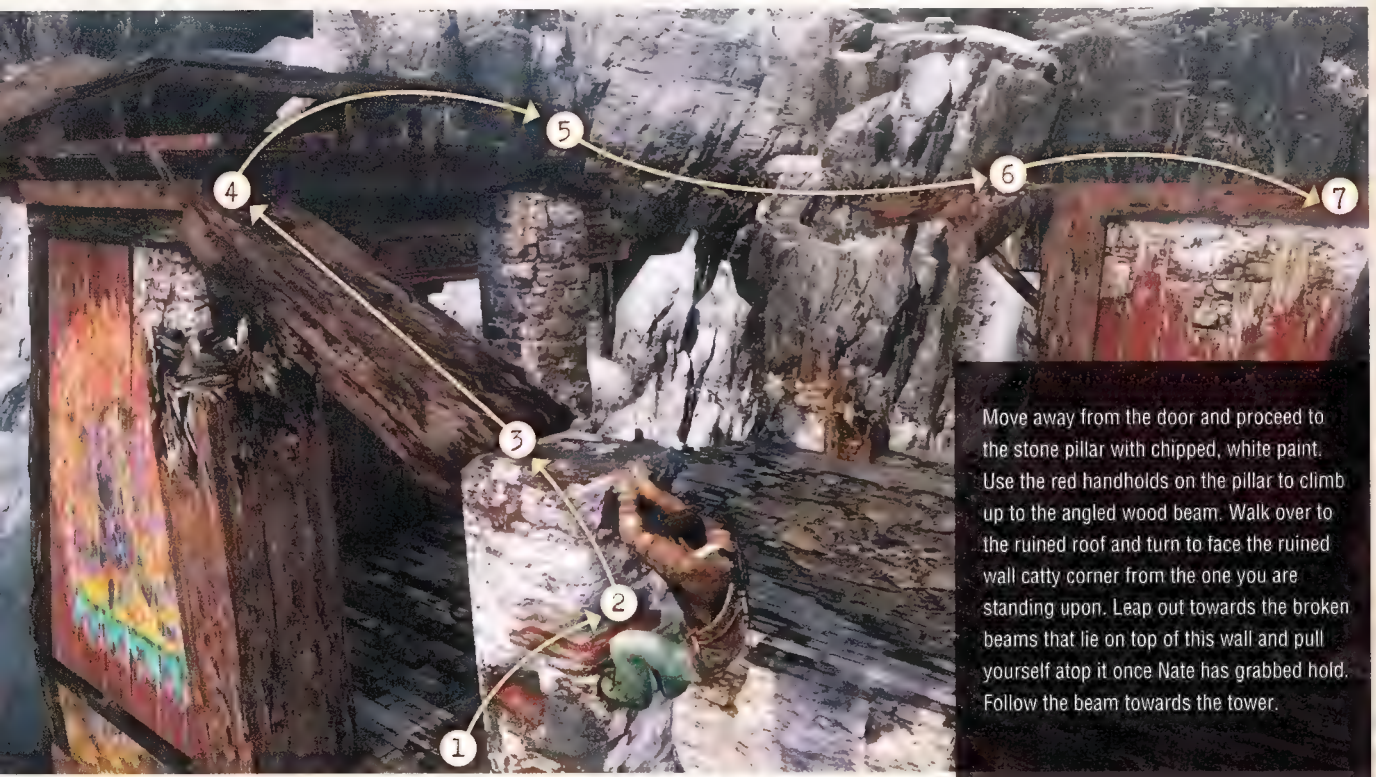
FAULTY TOWER

Follow Elena up the stairs ahead and over the gap to the next set of steps. Jump across another gap and finish climbing the steps to reach a pair of locked doors. Nate, being an expert climber, needs to find another way into the tower. Elena warns him not to cause too much of a commotion. The last thing they want to do is let everyone know where they are.

Silver Offering Pot—Hard

After leaping over the first gap, stop short of the next set of steps. On the low ledge where Nate landed, move right and drop to hang over the side. Move down to the red handhold and then over to the shaded strip of stone ledge. A treasure is at the far end.

BEGIN PLATFORM SOLVING 1

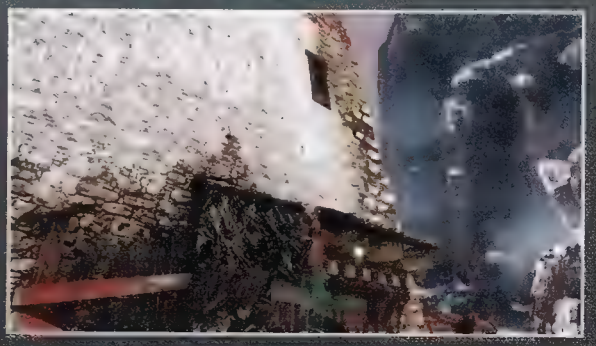


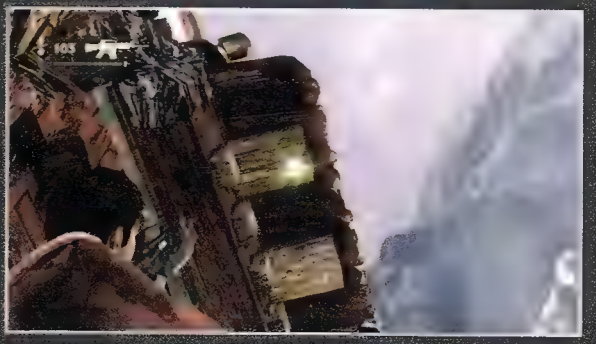
Move away from the door and proceed to the stone pillar with chipped, white paint. Use the red handholds on the pillar to climb up to the angled wood beam. Walk over to the ruined roof and turn to face the ruined wall catty corner from the one you are standing upon. Leap out towards the broken beams that lie on top of this wall and pull yourself atop it once Nate has grabbed hold. Follow the beam towards the tower.

Jump from the beam to the exposed stone handholds on the tower wall. Move across the stone to the left wall. Climb the handholds up and back around to the front wall and jump to the small platform. As the dilapidated platform collapses under the force of Nate's landing, a soldier steps into view. By the time Nate has recovered enough to pull himself up onto the platform, the solder has withdrawn back into the tower. Continue to climb the strips of red wood and stone to reach the thin poles extending from the wall. Swing along the poles, following them as they continue around the right side of the building. At the last pole, leap to the broken remnants of a wooden walkway. But wait a moment before pulling yourself up...

Tibetan Turquoise Ring—Hard

Move from the bottom handholds on the left wall to the tiled roof-top of a ruined doorway. Drop from the tiles to the ground and then look up at the wood beams. The treasure is on the last beam to the left. Shoot it down and add it to the collection.





END PLATFORM SOLVING !

Don't rush to pull yourself up onto the remnants of the wooden walkway. If you wait a moment, a standard soldier will approach the edge. Once the enemy is within striking range, reach out, pull him over the edge, and *then* pull yourself up onto the top floor of the tower

Move up and into the tower. Sneak along to the wood box and stock up on grenades and rifle ammo. When ready, move Nate out to the broken beam extending into the tower's open center. Look down and to the right. A standard soldier is patrolling the area. Once his back is turned, leap down and execute a stealth kill.

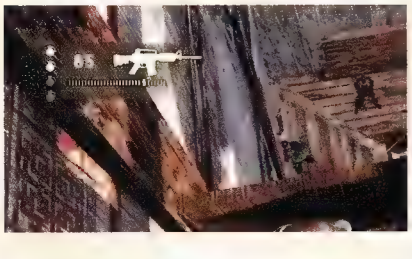
Lean up against the nearby pillar and spot the helmeted soldier across the tower. He too can be killed stealthily, or Nate can start firing. Tough choice.

HEADS UP!

Listen or Act?

Nate could listen to Elena and try to sneak around the tower, performing stealth kills until the enemies are alerted, or he could just go ahead and start firing. He's in a good position to take on the soldiers in the rest of the tower.

Fire at the soldier across the tower and then retreat behind cover. The gunshots alerted the rest of the building to Nate's presence, but it takes a bit for them to reach his position. Remove the light soldier one level down on the right and then watch for additional reinforcments entering from the doorway on the same floor.



Enemies continue to climb up to the floor below Nate. They can't quite reach him, but to make up for it, they lob grenades in his direction. Simply move out of their path and wait for them to explode. He has enough room on the platform to avoid all - or a majority - of any grenade blasts.

Move from Nate's little bunker when Lazarevic's men have been dealt with. Continue across the beam to the other side of the tower. A few stray soldiers may fire up from the ground floor, but it's nothing that can't be resolved with a few quick shots.

Hop out the window at Nate's back and drop to the next level. Walk around the side of the tower and then leap over the gap in the walkway. Head back inside and then follow the narrow beam to the next platform. Restock Nate's ammo as he's working his way down the tower.

Once he starts to climb the ladder down to the next floor, the tower is blasted apart. Through the gaps in the crumbling walls, Nate can see RPG fire heading toward the building. One of the falling beams knocks open the locked door, opening the way for Elena to join the chaos. Reinforcements move in from the adjacent tower. Quickly take cover behind the closest standing or fallen pillar.

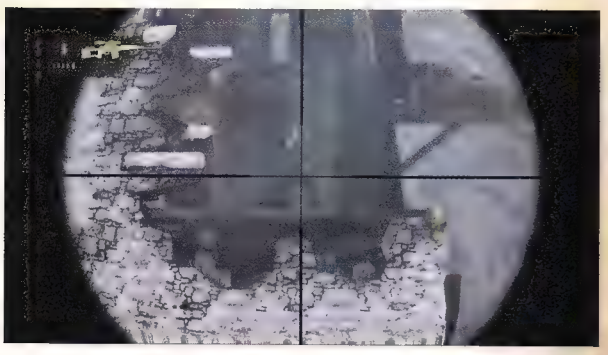
COVER

FALLEN PILLARS

Fallen pillars are similar to fallen logs in height, length, and level of protection. Fallen pillars are common in the Monastery and often provide useful cover.

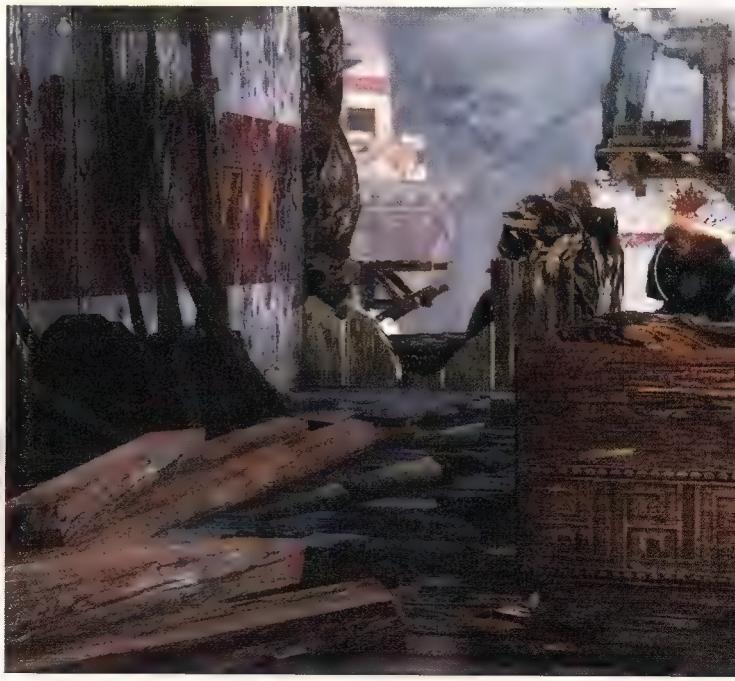
ACROSS THE BRIDGE

The wave of enemies rushing toward Nate is definitely worth a little shake in the knees. The RPG soldier stationed in the tower fires off an RPG every few seconds, making it impossible for Nate to take his time when lining up shots. Grab the Dragon Sniper at his feet and remove the enemy from the picture.



With the RPGs out of the way, Nate can focus on the oncoming rush of enemies. Pick off what enemies you can with the sniper rifle before switching to a close-range weapon. If Nate doesn't have a close-range option, pick up the Pistole from on top of the fallen pillar.

Stay near the fallen pillar and target any approaching enemies. Move up to the nearest available cover to attack soldiers who keep their distance and then return to the fallen pillar when they attempt to advance again.

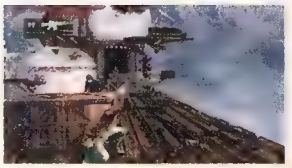


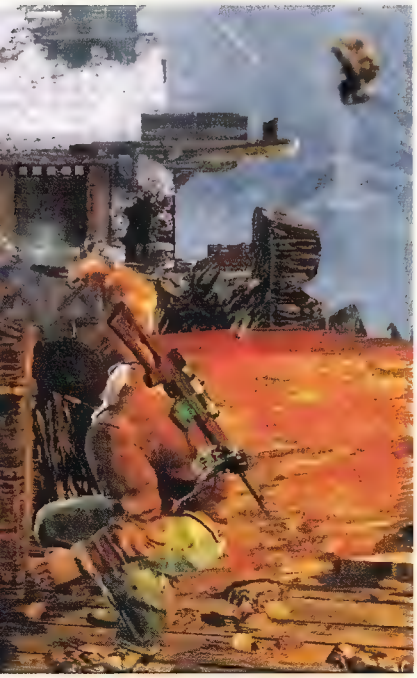
Along with the standard soldiers and light soldiers, several deadly enemies enter the fight one by one. Whenever shotgun or armored soldiers appear, they become the highest priority; eliminate them immediately. Once the bridge is cleared, move across to the next tower.

SAFE HAVEN

The fallen pillar is the best place for cover in this fight. It protects Nate from the RPG fire, and all shots from the bridge. Whenever a grenade is thrown his way, he can just dive over to the cover provided on the right, safely avoiding the blast. It would be downright silly to move out onto the bridge and fight in the open when such a great cover position is available.

A few more enemies move out from the tower once Nate steps farther onto the bridge. Use the grenades and weapons found along the bridge to remove these enemies. When the coast is clear, collect as much M4 ammo as possible. There is plenty on the bridge.

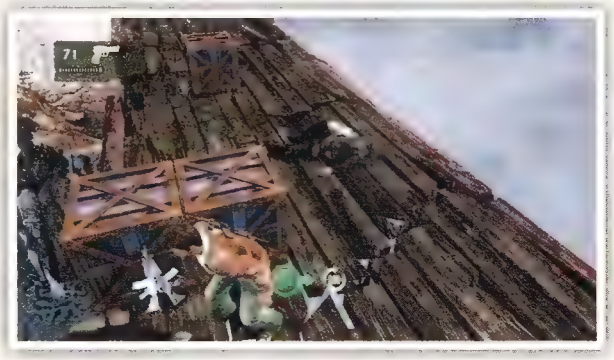




RECOMMENDED WEAPONRY

Majority Rules

M4s are all over the bridge—enough to max out Nate's ammo capacity, or at least come close to it. Pass on the lone SAS-12 Shotgun in favor of the automatic rifle. 150 rounds from the M4 provide much more action than the 16 rounds or so from the shotgun.



A handful of enemies is inside the structure, including an armored soldier and at least one shotgun soldier. Stay just outside the tower and use the entrance for cover. Remove the last of the enemies, watching for the shotgun soldier on the second level.

Carved Wooden Ghurra—Hard

Once the bridge and floor level of the second tower are cleared, move to where the bridge connects to it. Drop to hang over the side facing out toward the mountains and move down the stone handholds. A shining treasure is on the very bottom handhold.

SPOTTED

As soon as the area is cleared, laser sights wander through the open room. Move to the back right corner while avoiding the sniper's lasers and boost Elena up the ladder to the second floor. Follow after her once she has lowered the ladder for you.

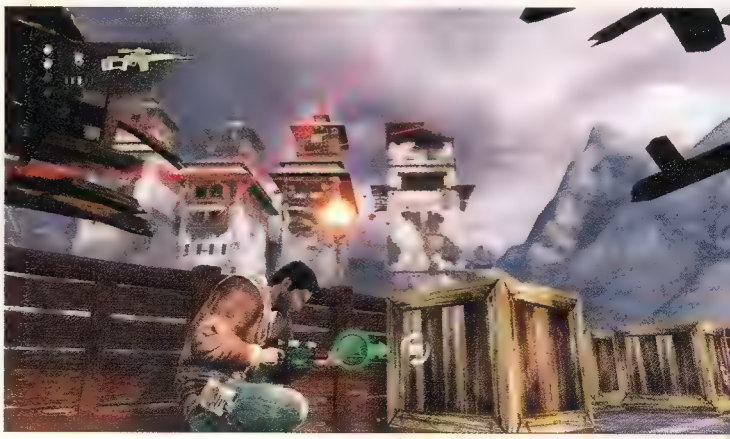
Take cover behind the fallen pillar and turn to target the light soldier closing in from the left. Follow the walkway around to the right to reach the ladder leading up to the third floor. Three more light soldiers attack Nate while he's on his way to the third level. Eliminate them before climbing the ladder.

Continue up to the fourth floor, always staying on the move or in cover to avoid sniper fire. Follow the path out and around the building. At the end of the ruined walkway a series of handholds can be found on the outside stone wall. Use these to climb up to the red molding that wraps around the corner of the tower.

Leap to the wood poles extending out from the building and drop onto the small platform to pick up a Dragon Sniper. Take advantage of the relative safety of this perch to thin out a few of the visible. Use the handholds on the nearby wall to climb up the side of the tower and up onto the top floor.

There are four towers ahead of Nate and each one holds at least one sniper. The second tower from the right also has an RPG soldier just waiting for a shot. His RPG rips through the top of Nate's tower and starts moving on to start destroying his cover. Remove this destructive enemy before all the cover is gone.

As Nate snipes the soldier, he fires off a stray RPG, destroying his own tower. One down (unless one of the snipers happened to be in the tower), but there are still five (four) snipers left for Nate to deal with. The first one is in the far right tower. The second is in the tower second to the left. The third sniper is stationed in the first tower. Last, but not least, there are two snipers that appear on the bridge at the base of the towers.



After disposing of all the snipers, switch to target the stream of soldiers crossing the bridge. Pick them off using the abundance of sniper ammo found on the top floor. Once all of Lazarevic's men have been eliminated, return to the floor below and cross the narrow wood beam to reach the corpse-littered bridge.

HEADS UP!

Shortcut

Nate doesn't have to climb all the way around the building in order to reach the top floor. He can scramble to the tower by climbing the corner beam wrapped in red molding. He misses out on the hidden Dragon Sniper, but there are several more on the top floor to make up for it.

HEADS UP!

Steady, Boy

Being a sniper is about waiting for the target and then executing them with a clear, precise shot. It is not about jumping the gun. Not all of the soldiers cross the bridge at once. They come in waves. Be patient and ensure that all of the soldiers have been eliminated before heading down to meet back up with Elena.

Bronze Tiger Bell—Very Hard

Before moving on to the bridge, return to the first floor of the tower and move to the outer walkway. On the far right corner, Nate can see a broken ledge on the distant rock spire. Leap out to the ledge and pull up onto the platform. Walk around to the back of the spire and drop two levels. Look up when you reach the lowest level. A glowing treasure is to the upper right. Shoot it free and pick it up off the stone ground. Take a second to grab the crossbow on the spire as well.

80 Expert Fortune Hunter

80 treasures down and only 20 to go. Nate is well on his way to collecting all 100. At this impressive milestone he is given the Expert Fortune Hunter Medal, $10,000, and a Bronzy Trophy.

3 CONTINUE THROUGH THE MONASTERY

FALL THROUGH

Nate pulls out his binoculars at the start of the long and worn bridge. Looking up into the towers ahead, he sees Schäfer again. His situation remains the same as Lazarevic's men shove him along.

Elena moves onto the bridge, motioning for Nate to follow. As he steps on the ancient bridge it starts to fall apart right under his feet. Race across the disintegrating bridge, leaping over gaps as they appear. As he reaches the halfway point, the bridge gives way and crashes against the rock wall on the far side of the gap.

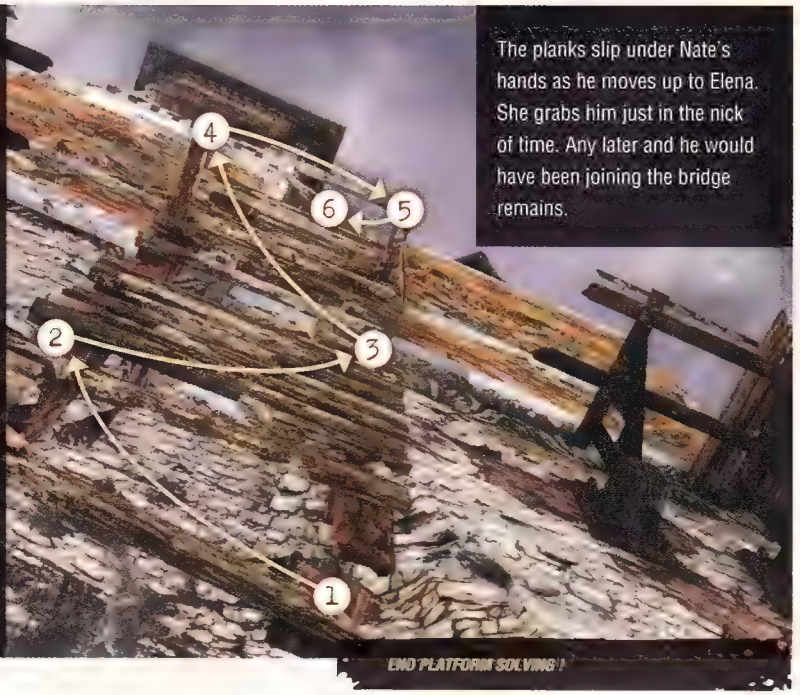
FAST AND FURIOUS

Nate better be ready to climb, because the bridge will not wait for him to take his time. The bridge crumbles right under his hands if he takes too long, sending him down to the depths below.

BEGIN PLATFORM SOLVING 2

The boards continue to fall from the hanging remains. Quickly climb up the left side of the bridge then move up and to the right. The lower half of the dangling wood drops into the unknown as Nate climbs. Leap over to the post on the left then climb up and jump to the next one on the right.

Hop up to the planks overhead. The first one Nate grabs starts to pull away from the bridge. Quickly shimmy to the left, jump up to the next handhold on the right side of the bridge and then to the last of the wood boards.



The planks slip under Nate's hands as he moves up to Elena. She grabs him just in the nick of time. Any later and he would have been joining the bridge remains.

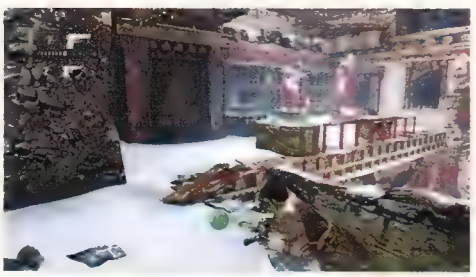
END PLATFORM SOLVING 1

WHAT A SQUARE

Dust off and push through the doors ahead. An open courtyard is at the top of the connecting stairs—along with an impending battle. Lazarevic is spotted walking away from the square and several of his men can be seen stationed in the surrounding buildings.

Sprint down to take cover behind the fallen stone pillar and quickly remove the sniper just to the left. Turn to focus on the rest of the field. There are two light soldiers and two helmeted standard soldiers in the square. Once they are removed, continue up to the ledge on the left.

Pick up the Desert–5 dropped by the sniper and take cover against the short crumbling wall. A grenadier is closing in fast. Eliminate him and the nearby standard soldier before turning to target the snipers around the courtyard.



Plan B

HEADS UP!

The Desert–5 doesn't have the largest ammo capacity and it is possible that Nate may run out of bullets before all the snipers are down. That's where the Dragon Sniper near the two pillars to the left comes into play. If necessary, use the rifle dropped from the enemy terminated overhead to eliminate any remaining long-range soldiers.

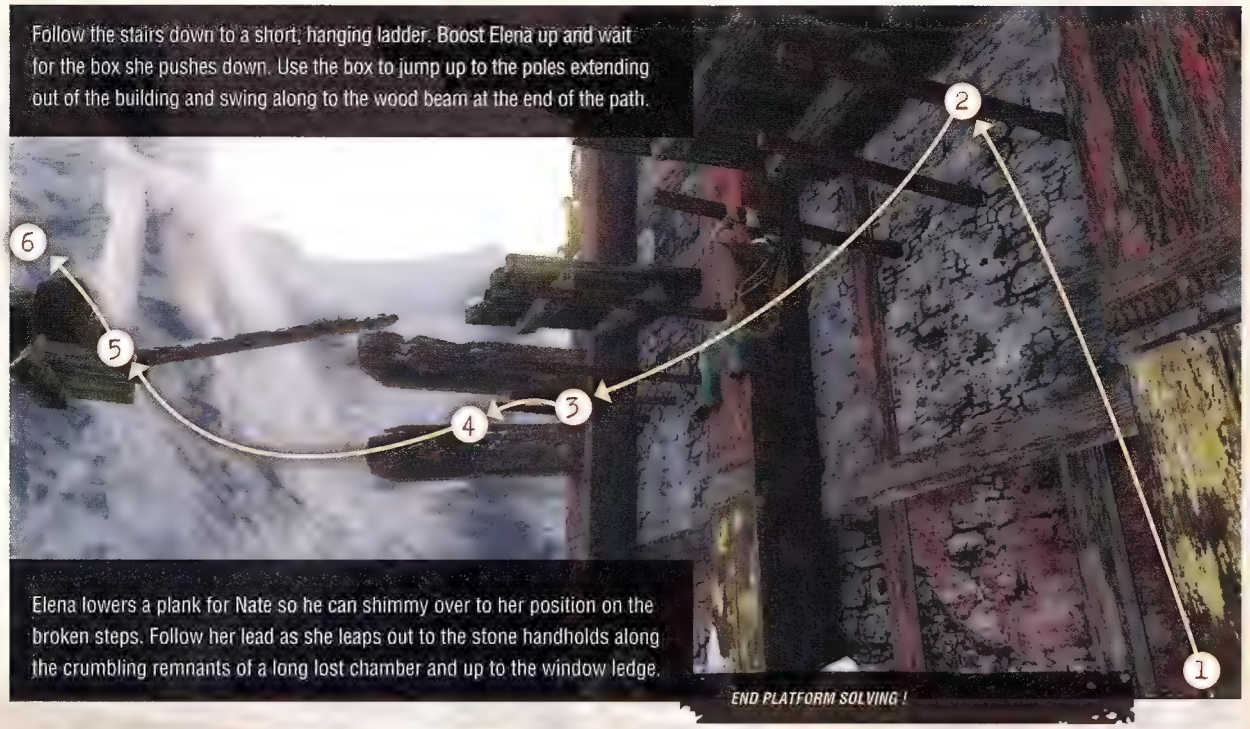
Use the M4s stationed nearby to neutralize the standard soldiers and the light soldier moving around the center of the square. Focus on the shotgun and armored soldiers as they enter the courtyard. The M32–Hammer resting near the center of the platform is perfect for quickly eliminating the two threats.

Elena moves out from cover once the square is secure. Meet up with her and move to the set of red doors on the opposite side of the courtyard. Nate uses the winches to open the door, allowing Elena to pass through before diving through himself.

BEGIN PLATFORM SOLVING 3

MOVING ON UP

Follow the stairs down to a short, hanging ladder. Boost Elena up and wait for the box she pushes down. Use the box to jump up to the poles extending out of the building and swing along to the wood beam at the end of the path.



Elena lowers a plank for Nate so he can shimmy over to her position on the broken steps. Follow her lead as she leaps out to the stone handholds along the crumbling remnants of a long lost chamber and up to the window ledge.

END PLATFORM SOLVING 3

A slew of enemies is inside the room ahead, the first of which is approaching Nate's position at the door. As soon as the soldier is close, grab him and pull him out over the ledge. The other soldiers may have been alerted by the action. Regardless, move into the room and take cover. Use the pillar to the right and the chest to the left for protection against enemy fire. Use the stairs to gain an advantageous angle on the soldiers.

COVER

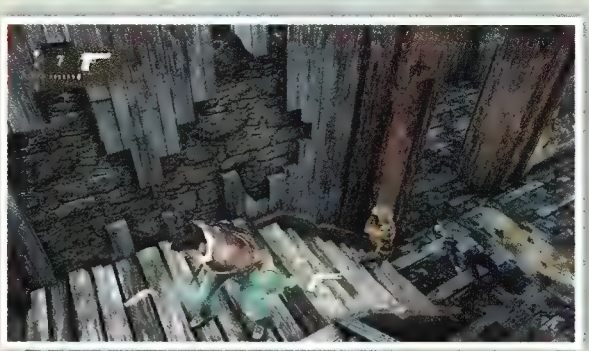
CHESTS

Wood chests are scattered inside the Gompa. They provide the same coverage as wood crates and metal storage containers. They are easy to vault over and protect Nate from direct fire. However, some high angled attacks can still reach behind this cover.

There are five additional soldiers in the room. From Nate's current position, he can spot four: a shotgun soldier, two standard soldiers, and a light soldier. The fifth enemy, a sniper, is just out of sight on an elevated walkway. Kill the enemies on the ground floor before advancing.

Personal Taste

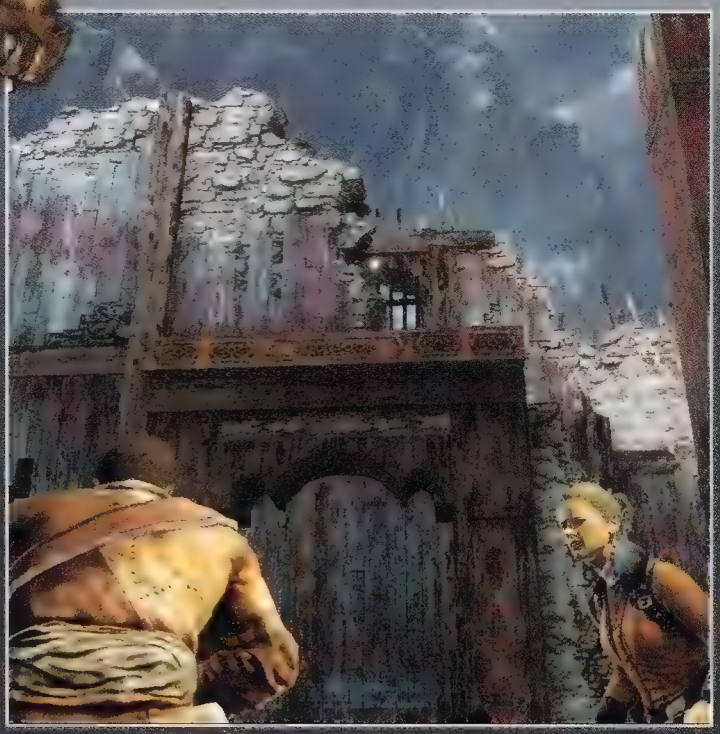
There are four different guns in the room. The M4 is the only long gun and should definitely be taken. For the pistol, the Desert–5, Pistole, and 92FS are all fine options. Each has its use in the next fight, so pick up whichever weapon that you prefer.



Nate can see the sniper on the walkway just ahead and to the left. Eliminate him and then stock up on ammunition. Exit the building and head for the set of red doors leading inside the neighboring structure.

Antique Bronze Lion—Hard

Before leaving the combat area, check out the back exit. There is a well-hidden treasure. Look up to the barred window on the wall right of the exit. A glimmering treasure is at the top. Shoot it free and watch as it drops about two feet to land on the window ledge. Looks like Nate has to go up there and retrieve the stuck artifact. Climb up the nearby tall dresser and then pull up onto the wide ledge atop the doorframe. From there, Nate can jump over to the window and claim his prize.



Chapter 23:

REUNION

The vast layout of the monastery has made tracking Schäfer and Lazarevic difficult. As soon as Nate and Elena think they are closing in, the warlord and his captive move farther into the compound. Nate and Elena have to catch up quickly as time is running out for Schäfer.

OBJECTIVES

1. Secure Schäfer
2. Reach the Top of Lazarevic's Tower
3. Reveal the Path to Shambhala

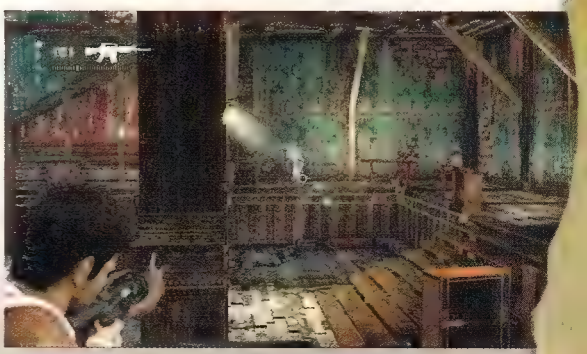
TIBETAN GOMPA

1 SECURE SCHÄFER

Nate pushes open the doors to reveal a large, multi-level room. They quickly locate another set of doors across the room on the third floor—that's their destination. Before he and Elena can move forward, the doors slam behind them and a wave of soldiers attacks.

AMBUSH

Move to the knocked-over dresser and wood box along the path running against the left wall. This is the best position from which to tackle the first wave of Lazarevic's men. Toss a grenade at the feet of the oncoming sniper and standard soldier. Finish off any survivors with M4 fire and turn to remove the light and standard soldiers on the opposite side of the building.

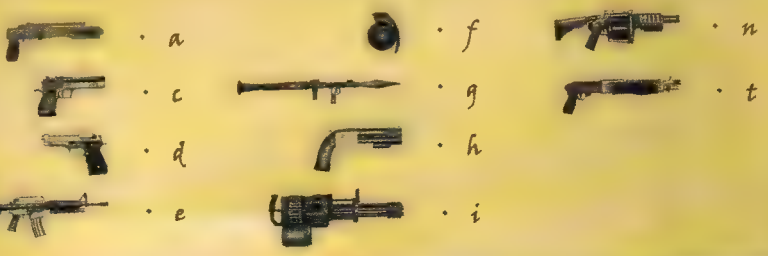


DRESSERS

COVER

The dressers throughout the Gompa can be found either upright or knocked over. When upright, they provide full body coverage, but allow for little mobility. When Nate takes cover behind knocked-over dressers, he has the same coverage as with other long rectangular objects, such as chests and crates.

LEGEND



MAP 3

Begin Platform Solving 3c

Begin Platform Solving 3b

FINISH

START

Begin Platform Solving 3a

MAP 2

FINISH

START

MAP 1

Begin Platform Solving 1

Begin Platform Solving 2

An armored soldier drops in and heads directly for Drake. Fire at him from behind the chest and continue firing off a steady stream of lead until the soldier is down. Pick up his dropped SAS-12 and, if Nate is so inclined, the Desert-5 that the sniper had.

Turn back to face the opposite side of the room. An RPG soldier is on the second floor and about two seconds away from letting an RPG fly at Nate and Elena. Pick him off before he has a chance to do so and then sprint across the room.

RECOMMENDED WEAPONRY

Options Open

There is a surprisingly large amount of SAS-12s dropped during this fight—five of them, in fact. Make use of this rare occasion and have fun with the shotgun.

If getting into close quarters results in Nate taking too much damage, use the Desert-5 to pick people off from a distance. As always, the choice is yours and comes down to what you're comfortable with.

COVER

SMALL DRESSERS

These mini versions of the standard dressers are just like wood boxes. In fact, the only difference between the two forms of cover is their original function. To Nate, they are the same: basic, simple protection. Not the best coverage, but not the worst.

Head for the staircase running up to the second floor and terminate the standard soldier near the base of the steps. Dive behind cover to avoid the RPG fire screaming across the building. Shoot the RPG soldier responsible for the attack and then climb up to the second floor.

Use the shotgun to give the shotgun soldier a taste of his own medicine and relieve him of his ammo. Nate can see a cluster of soldiers approaching. Follow the path around the walls of the room, moving from cover to cover. Whenever an enemy is close enough, perform a one-shot kill with the SAS-12. Continue this until Nate is near the open doorway.

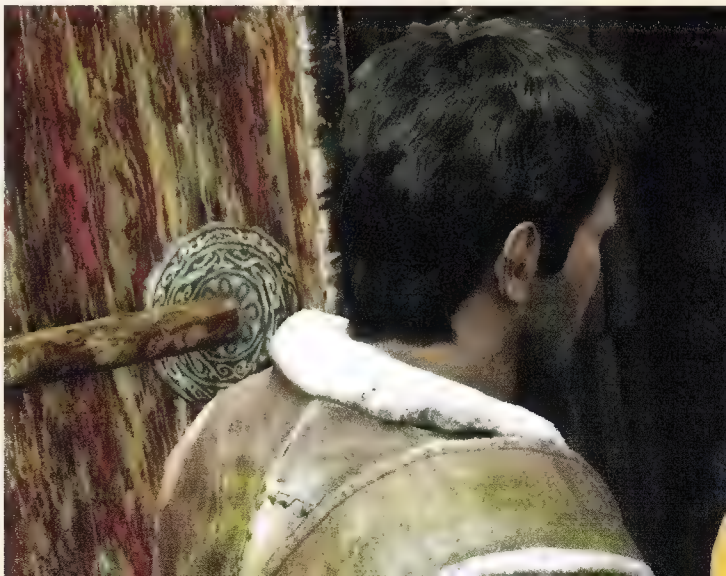
A standard soldier is waiting inside. Pick up the RPG next to the small dresser on the corner and let 'em have it. It only takes the one RPG to annihilate both the soldiers. Now it's time to pick off any stragglers.

DEAD END

Pass through the open door. Follow the hallway as it heads back out into the main room and then up the stairs to the set of doors on the third floor. Inside, Nate and Elena find Schäfer, but they are too late. He's badly hurt and refuses to move.

He asks Nate about the expedition and if he understands why he had to do what he did to the members of his team. The Cintamani Stone cannot fall into the wrong hands and Nate has to ensure that it won't. The secret path to Shambhala is inside the Gompa. He must find the stone and destroy it.

Schäfer begs Nate to believe in the Stone's power. The adventurer isn't sure if he believes in the stone, but he does believe in Schäfer. He and Elena leave the room and make plans to split up. Elena is going to find the secret entrance and Nate is going to the tower for the ritual dagger.



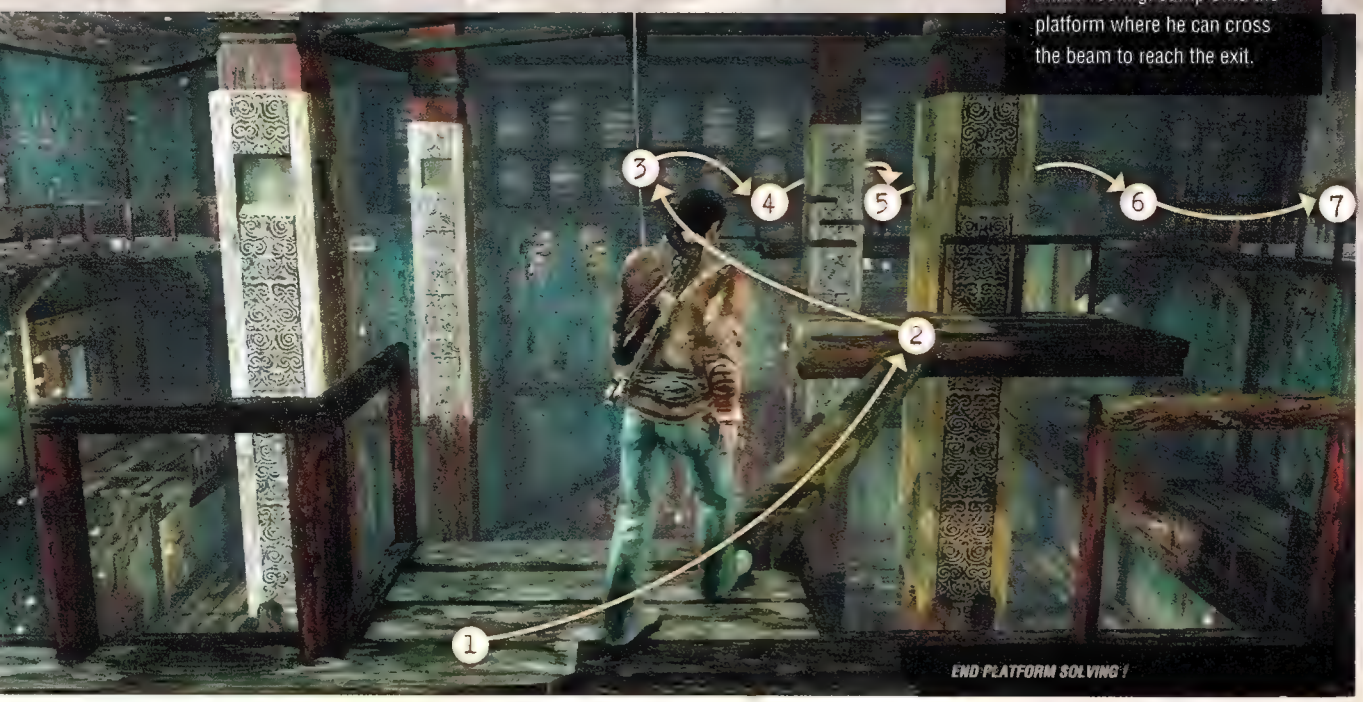
REACH THE TOP OF LAZAREVIC'S TOWER 2

First things first. Nate has to get to the tower before he can retrieve the golden phurba. That means he must get out of here. Head right and cross the narrow beam to reach a small platform. Leap to the next platform and then cross over to the one in the center of the room.

Locate the rope dangling from the crossbeams overhead. Leap out to grab the rope, then alter Nate's momentum so that he is swinging toward stable footing. Jump onto the platform where he can cross the beam to reach the exit.

BEGIN PLATFORM SOLVING 1

ROPE SWING



END PLATFORM SOLVING 1

Tibetan Ritual Vase—Easy

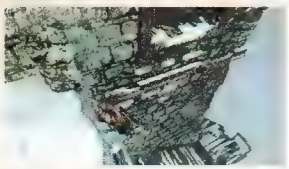
When Nate first starts swinging on the rope he nearly bumps right into a pillar - and a treasure! Pick up the treasure as he's near the pillar. Nice and easy.

Leap to the next building and take cover. If you wait briefly for the two patrolling soldiers to turn their backs, you can eliminate them both with quick stealth kills. If you alert them, you will bring two more of their friends running. If this happens, focus your attention on the shotgun soldier; he rushes in and is the biggest threat. Once the area is cleared, continue over to the open room, but don't go inside. Instead, move to the far right side of the snowy balcony and drop onto the stone handholds near its edge.

RECOMMENDED WEAPONRY

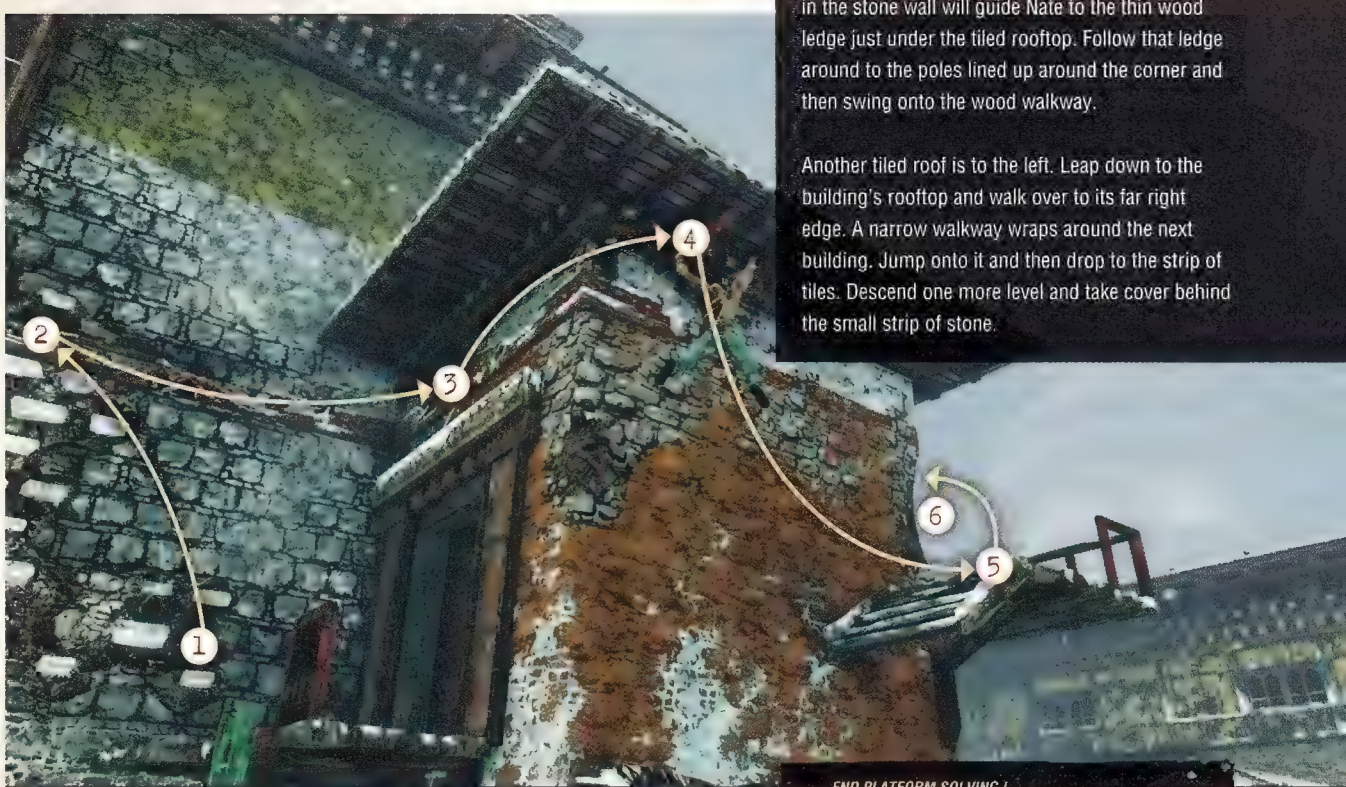
Last Minute Prep

Pick up the dropped SAS-12 before moving out. The shotgun is incredibly useful in the next courtyard where a series of soldiers are ready to ambush Nate. The first several enemies will need to be taken out of the equation quickly. Having the SAS-12 ready is going to save Drake a load of trouble.



Descend to the wood steps and follow them around the side of the building. Take the ladder ahead; it leads up to a small room. A lone standard soldier stands between Nate and his destination. Eliminate him before scrambling up the ladder, or, if he hasn't noticed you, carefully climb up the ladder for a stealthy pull-down kill.

BEGIN PLATFORM SOLVING 2



Turn to the wall on the left. A series of handholds in the stone wall will guide Nate to the thin wood ledge just under the tiled rooftop. Follow that ledge around to the poles lined up around the corner and then swing onto the wood walkway.

Another tiled roof is to the left. Leap down to the building's rooftop and walk over to its far right edge. A narrow walkway wraps around the next building. Jump onto it and then drop to the strip of tiles. Descend one more level and take cover behind the small strip of stone.

END PLATFORM SOLVING 2

A squad of soldiers fights off two guardian beasts from the ice caves. What could these strange beasts be doing in the Gompa? Lazarevic's men fight them off and are left alone in the courtyard. It's time for Nate to make his move!

GETTING HEAVY

Wait for the shotgun soldier to pass by Nate and then drop behind him and execute a stealth kill. Pick up the dropped shotgun ammo and immediately move around the large tree at the back of the square. Use the SAS-12 to blast away the two standard soldiers and the light soldier just around the bend.

HEADS UP!

Stealthy Rewards

Drake can kill all of the soldiers on the field using stealth. Not only does this get him through the area quickly and quietly, it also never alerts the RPG-7 soldier, thus avoiding his heavy fire. Start with the shotgun soldier and then move around the back of the large tree to focus on the nearby soldier. Next, move back around the other side of the tree, where Nate started, and move up to the soldier near the exiting stairs. With that one dead, the light soldier by the cliff is the final target.

As soon as the enemies are down, rush up to the small stone slab in the center of the courtyard holding an M32–Hammer. By now, RPGs and grenades are streaming past Nate and blasting away at his cover. Eliminate the onrushing grenadier with shotgun blindfire before switching to the M32 and terminating the RPG soldier up ahead.

Don't panic as four armored soldiers make their way into the courtyard. Stay focused and keep firing the M32. Focus on the closest enemies first and then target the more distant ones. When the grenade launcher ammo is depleted, use the RPG leaning against the stone slab near the staircase.

SAFETY FIRST

Nate needs to take care of himself. He does a lot of running around, trying to be the good guy and leaping into dangerous situations. Sometimes he has to just take it easy and assess his battles before running in head-first to take out the bad guys. For instance, if he were to simply drop into the courtyard and start firing, he would die almost instantly. If the shotgun-toting soldier doesn't kill him, the incoming alerted armored and grenadier soldiers surely will.

Performing the stealth kill on the shotgun soldier gives Nate a little extra time to navigate the field without the RPG and grenade launcher rushing into the fight. Be smart and be safe!

HEADS UP!

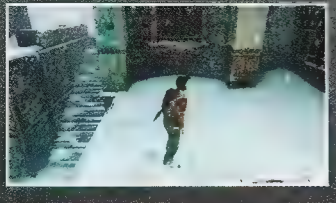
Manual Reload

Just in case Nate wasn't aware, he can reload his weapons even if the current clip or chamber isn't empty. In fact, it's usually a bad idea to reload only when necessary. Refill his weapon's ammo whenever there is downtime, or while taking a moment to breathe between targets. The last thing Nate wants when fighting four armored soldiers at once is to catch a shotgun shell to the side of the head while he's caught off guard automatically reloading his weapon.

Remain behind cover and continue crushing the heavies. Once the square is secured, it's time to move out. The tower is still a little ways away and Nate has no time to waste.

Tibetan Conch Horn—Hard

Before leaving the courtyard, climb up to the platform where the RPG soldier was stationed. From there, leap over the stairs to the broken platform across the way. A treasure is in the back corner, well-hidden in the snow.



Collect ammo before moving up to the top of the stairs. Nate sees two guardian beasts leaping along the rooftops overhead. What in the world are those things and what are they doing here? They even prove to be a challenge for Lazarevic's men.

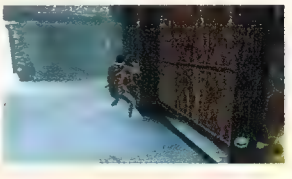
RECOMMENDED WEAPONRY

Are You Available?

If there are still some rounds left for the RPG-7, bring it along to the next fight. If there is nothing left in the weapon, leave it. Nate is going to pick up another at the start of the next fight anyway. It would just be nice to have a few extra RPGs if they are available.

Continue through the buildings ahead to reach a gate and two winches. Use one of the cranks to open the gate and then slip beneath. Watch for the sudden drop on the other side; it's not far enough to kill Nate, but it is far enough to cause a scare.

Down the steps ahead, a ladder is resting against the side of a building. Climb up the ladder and onto the snow-covered roof. Move along to the wood planks of the path ahead, all the while keeping quiet. Two heavy soldiers are in the square below and those miniguns don't look inviting.

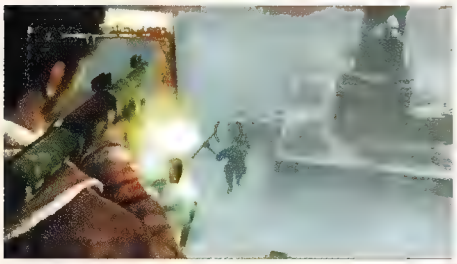


Once Nate reaches the edge of the broken walkway, turn to face the exposed bricks on the right. Leap out and grab hold of the wall. Then lean to the left and reach out to the walkway and continue on.

BRAINS OVER BRAWN

FAIL

There's no doubt about it, Nate is a tough guy. However, he is no match for a two-on-one confrontation with a pair of heavy soldiers. Stick to sneaking around and finding another way to eliminate the enemies that doesn't require dashing into a torrent of gunfire.



Sneak down the steps to come up behind an RPG soldier. Kill him stealthily and pick up his dropped RPG. Target the first heavy soldier and fire! Keep firing until the massive enemy falls. Restock the RPG with the nearby ammo and move to target the next heavy soldier. Once he's in sight, aim and fire.

HEADS UP!

Support Fire

There is just enough RPG-7 ammo to remove both of the heavy soldiers. Things happen and Nate might miss his target once or twice. In this case, he can do a few things. He can drop to the lower level and either pick up more RPG ammo, equip the GAU-19 minigun to finish the job, or back away from the platform he is on and drop through the hole in the walkway to reach another supply of RPG ammo. With so many options, choose the one that most fits your play style.

Descend into the open courtyard once the heavy soldiers are eliminated. Pick up the GAU-19 and get ready to unload some lead. A sniper targets Nate from across the square. Kill him and then focus on the stairs leading into the courtyard.

Two standard soldiers and two armored soldiers are advancing down the steps. Keep that finger on the minigun and don't stop firing until the entire squad is decimated. There's still one more soldier gunning for Drake, so don't take your break yet. Drop the GAU-19 and move to the center of the courtyard. A second sniper is training his sights on Nate from an upper window behind Nate. Pick him off with a pistol.

RECOMMENDED WEAPONRY

Player's Choice

The weaponry from this last fight is impressive. Miniguns, rocket-propelled grenades, shotguns, automatic rifles, even Desert-5s. Still, there isn't much use for any of it. Nate won't be faced with a group like that again for quite some time, so lugging the GAU-19 is out of the question, but everything else is fair game. Pick up whatever turns you on.

Bronze Oil Lamp—Hard

Move to the lion statue in the center of the square. Walk to the tail side and look up at the highest beam in the left corner of the area. A treasure is way up there. After shooting it free, the object drops a few feet to land on the top floor walkway. This is the same walkway Nate used to move toward the RPG soldier at the beginning of the fight.

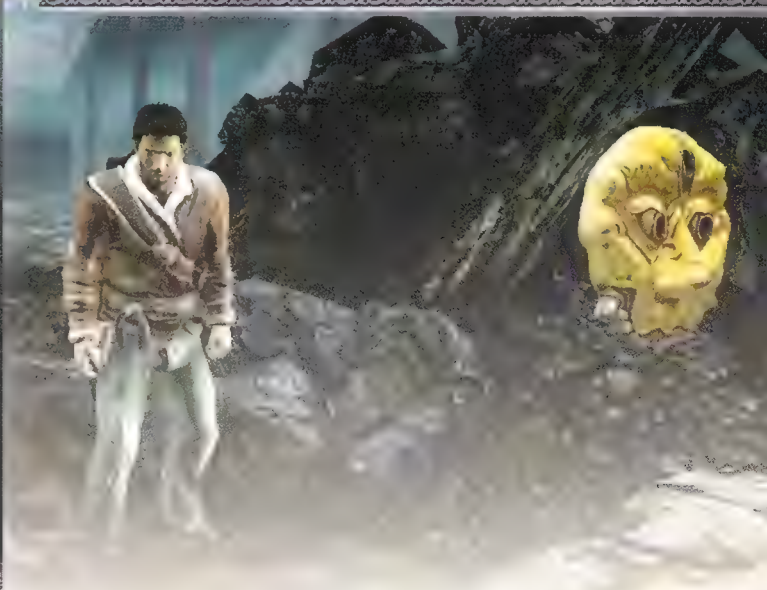
Backtrack to the ladder leaning against the building and climb up to the walkway. Move to where the treasure dropped and add it to the ever-expanding collection.

CLIMBING LAZAREVIC'S TOWER

Head back to the ladder near the courtyard entrance and climb to the upper walkway once more. Follow the path along to reach the open window leading into the tower. Colorful depictions of the deity Vajrakilaya cover the broken walls and the structure has an air of importance even in its dilapidated state. Move to the rear of the first floor and climb to the second. Jump over the gap at the top of the stairs and scramble out the open window.

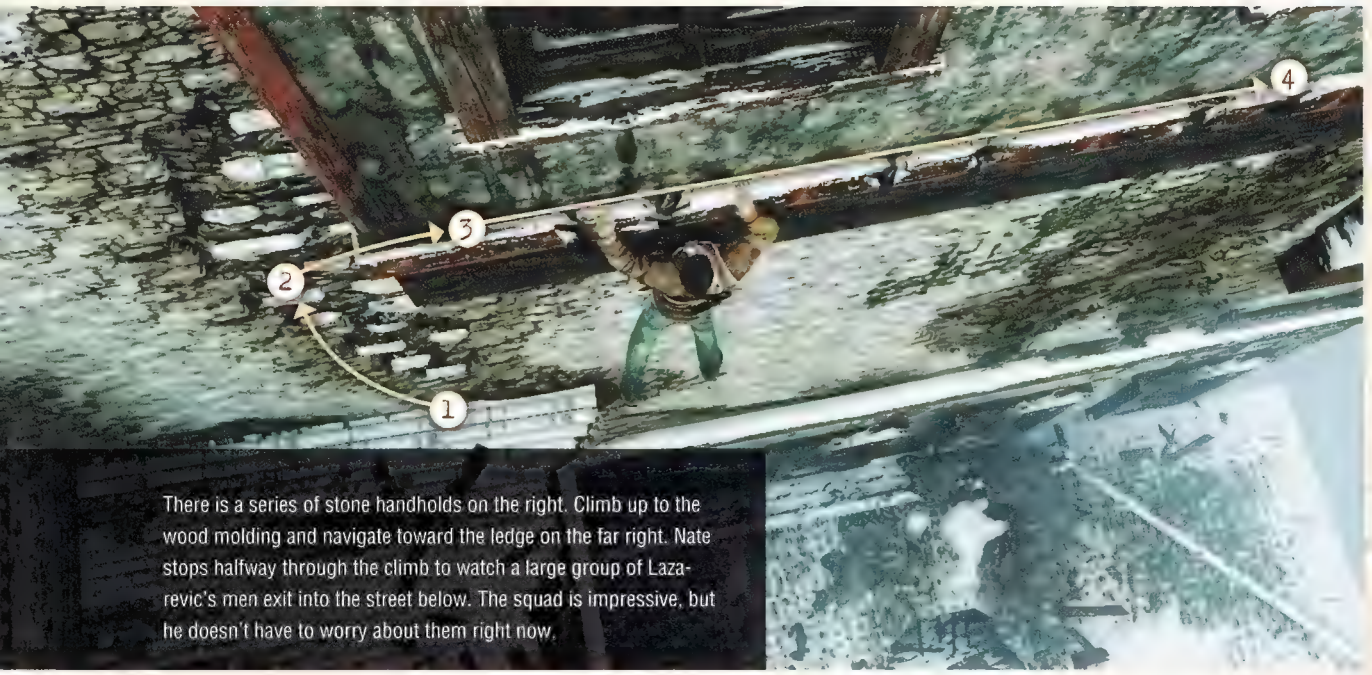
Ace Fortune Hunter

Nate is rapidly approaching his 100-treasure collection goal. With 85 treasures already in his possession, it's like he's in the home stretch of his hunter marathon. Keep up the pace! As Nate crosses this important marker, he receives the Ace Fortune Hunter Medal and $10,000.

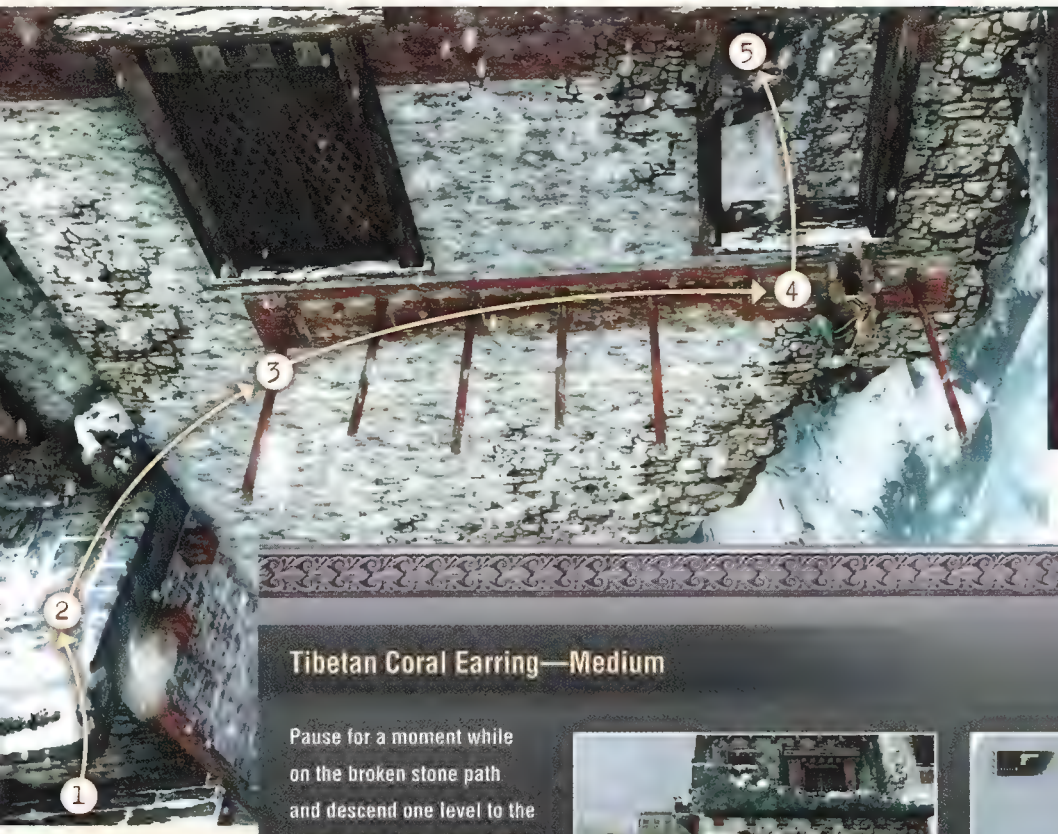


Ancient Sword Guard—Medium

While still in the room on the first floor, look up at the ceiling. A glittering treasure is suspended in the center. Shoot it down and pick it up.



There is a series of stone handholds on the right. Climb up to the wood molding and navigate toward the ledge on the far right. Nate stops halfway through the climb to watch a large group of Lazarevic's men exit into the street below. The squad is impressive, but he doesn't have to worry about them right now.



Continue right to the ledge and climb onto a broken stone path. Hop up to the wood pole extending over the end of the walkway and swing along to the open window ledge. Vault to the other side of the ledge and leap across the open room. Move onto the dressers in the corner of the small intact section of the space and climb up to the roof.

Tibetan Coral Earring—Medium

Pause for a moment while on the broken stone path and descend one level to the lower roof. Turn around and look at the underside of the path. There, in the left corner, a shining treasure is calling. Shoot it free and take it.

Tibetan Square Ghau—Medium

Move to the right side of the tiled roof and drop to hang over the edge. This lines Nate up with a treasure attached to a small statue. Grab it before climbing back up and moving on.

There's a tiled roof section and a climbable wall section to the right. Move up the stone handholds to reach an opening leading to the tower's main chamber. Inside, Lazarevic is berating Flynn and Chloe. He's not pleased. He has provided Flynn enough time, given him the dagger, and taken him to the right location, so why are they not in Shambhala?

END PLATFORM SOLVING !

Buddhist Animals

In the Buddhist religion, animals are often revered for the various elements of humanity and spirituality that they represent. Within their different behaviors and ways of life, Buddhists find a deeper meaning. Because of this reverence for the beasts of the animal kingdom, much of Buddhist iconography is devoted to them.

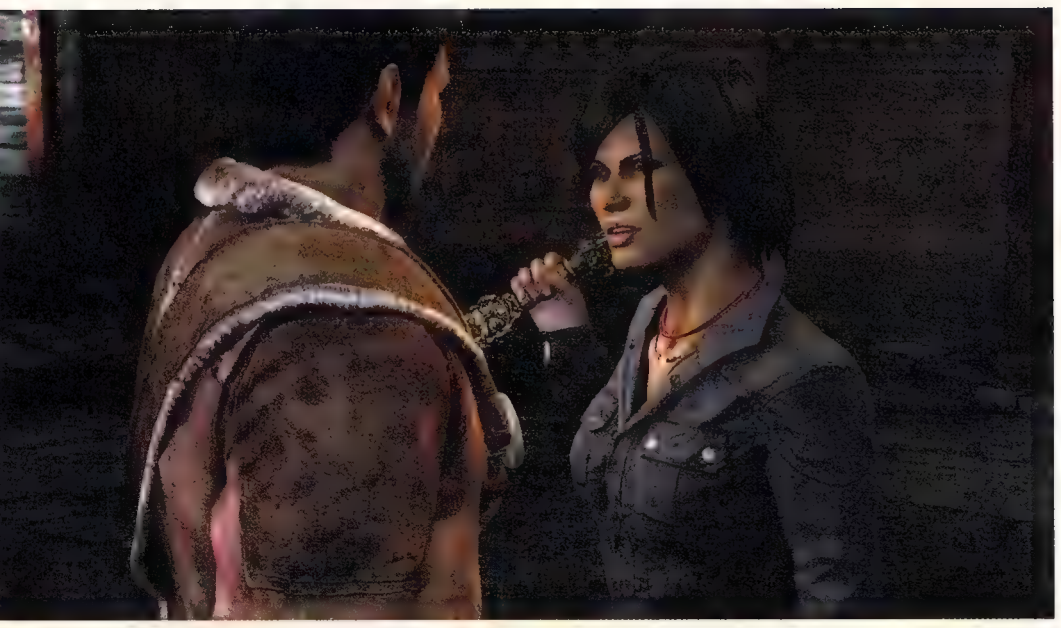
Buddhists revere both common and mythological creatures. Of the common animals, they find meaning in creatures such as the tiger, the mongoose, the doe, yaks, and even golden fish. Strength emanates from the tiger, their skin symbolizing the transmutation of anger into wisdom and insight, offering protection from outside harm or spiritual interference. The mongoose is often portrayed with a mouth full of wisdom jewels, spilling forth in abundance. In some illustrations these jewels have even represented fragments of the Cintamani Stone.

The doe, in its appearance of innocence and purity, symbolizes harmony, happiness, faithfulness, peace, and longevity. In the more practical association with some Tibetan Buddhists, yaks have been looked at as the beasts of burden. Their meat, milk, butter, and cheese have helped the Buddhists to survive. Their wool is spun to make rope and cloth, and their hides are used to for shelter as tents. A pair of golden fish, in their infinite energy, symbolizes freedom, happiness, fertility, and abundance, the boundless abundance of Buddha's energy.

Tibetan Buddhists also revere mythological beasts, many which can be found throughout religions and mythologies throughout time. The ever-popular dragon, feared in many European cultures, is instead looked upon as an icon of creativity and positive energy, representing change, energy, wealth, and creativity. Clutching the jewels of wisdom and health within their claws, these powerful creatures inspire many Buddhists. The phoenix basks in its symbolism of resurrection, peace, and tranquility.

Lesser-known creatures within Buddhism are the garuda and the naga. An enormous bird-like predator, the garuda possesses both intelligence and social organization within their species, with kings and cities of their own. When conversing with mortals, some could assume the shape of a human in their dealings, even to the extent of having romantic relationships. Their prey and enemy, the naga, are snake-like guardians, living in streams and rivers, or underground cavern. The naga Mucalinda acted as protector of the Buddha himself. They too were at times able to transform and assume human form when necessary.

In Buddhism, the lives of animals and humans are very intertwined. A human after death could be reborn an animal, and vice versa. In fact, one of the most distinguishing and unique traits of Buddhism is that animals have the potential to become enlightened as well, just like people. This helps reinforce the Buddhist belief that everything is interconnected.

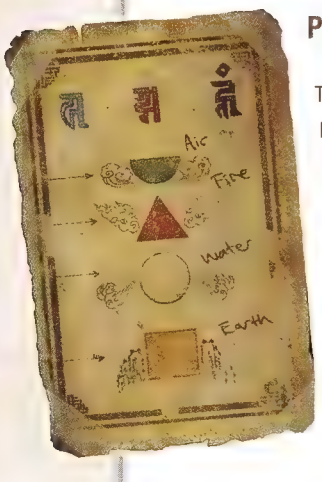


Flynn knows the answer to reaching Shambhala is in that room; he's just having a hard time figuring it out. Lazarevic is sick of excuses. Flynn follows the warlord from the room, leaving Chloe alone with the ritual dagger and the room's puzzle.

Nate drops in for the golden phurba, but Chloe's not willing to let it go right away. With a little convincing from Nate, and Chloe's demand to take Lazarevic down, she agrees to give it to him. Nate is now the one alone with the golden phurba and the room's puzzle.

3 REVEAL THE PATH TO SHAMBHALA

BEGIN PUZZLE SOLVING !



PICTURE THIS

The round chamber is lined with four decorative animal portraits. The animals look strangely familiar and upon flipping through Marco Polo's documents in his journal, Nate sees why. The four animals are illustrated in the pages and each of them is marked with an associated color and element.

A list of the four elements and shapes with which they correspond is on the pages just before the animal drawings. If the animals each have an element and those elements each have a shape, then the animals must match with those shapes.

1. *Move to the wall between the tiger and the dragon portraits to find the four shapes linked with the four elements. The half sphere is air, the cone is fire, the whole sphere is water, and the cube is earth.*

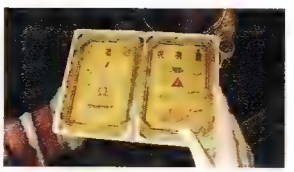
2. *Open the journal to find the tiger. The word "air" is written next to the picture. Pick up the half sphere and place it on the seal at the base of the tiger portrait.*

3. *Refer to the journal again, this time looking at the dragon and that "water" is associated with this beast. Return to the shapes and grab the whole sphere. Place the object on the seal at the base of the dragon portrait.*

4. *The lion, representing "earth" is next. Pick up the cube and place it on the seal at the base of the lion's portrait.*

5. *"Fire" is associated with devourer. Grab the cone, the last of the shapes, and place it on the seal below the bird-like garuda portrait.*

Metal prayer wheels emerge from under each portrait once all the objects are in place. Open the journal again and look on the pages containing the traditional stupa and elemental shapes. A Buddhist mantra is at the top of the spread; it reads "Om Mani Padme Hum" in Ranjana script. Reading from left to right the script reads Om, Ma, Ni, Pad, Me, Hum. Each symbol is marked with a color. Om is white, Ma is green, Ni is yellow, Pad is blue, Me is red, and Hum is black.



6. *Open the journal and review the colors assigned to each animal. The tiger is green, the dragon is white, the lion is yellow, and the garuda is red. Move to the prayer wheel under the tiger and rotate it until "Ma" is facing out.*

7. *Move to the dragon portrait and turn the prayer wheel there to "Om".*

8. *Turn the lion's prayer wheel to have "Ni" face out and the devourer's prayer wheel to read "Me".*

9. *A small pillar rises from the center of the chamber after all the prayer wheels have been positioned. Nate inserts the dagger into the pillar, which reveals a climbable path up the wall between the dragon and garuda portraits. The tower puzzle is solved.*

END PUZZLE SOLVING !

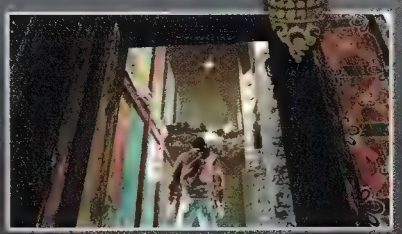
NOT DONE YET

Use the newly formed path to climb out of the tower. Drake reaches the snowy, broken ledge and pulls out his binoculars. He soon spots an interesting seal in the courtyard below. It's definitely worth looking into. Move to the right and use the wire to slide down to the edge of the courtyard.

More guardian beasts climb around the decaying Gompa as Nate slides into the open path at the end of the wire. The guardian beasts stay away for now, so pay them no mind. Leap across the gap in the walkway and follow the stairs up to a sudden drop.

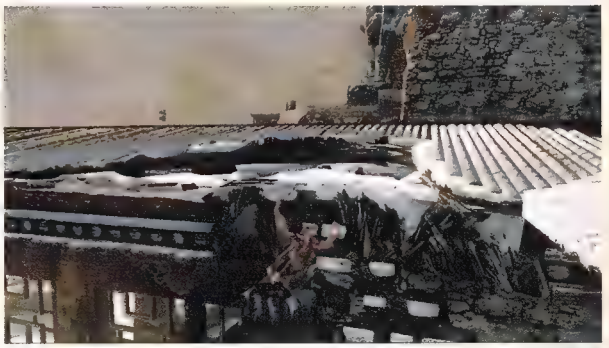
Carved Bone Ornament—Easy

After walking to the top of the stairs, turn back and look up at the small lantern on the ceiling. A little treasure is poking out of the bottom of the lantern. Shoot it free then collect it.



Hop up to where the path continues. The walkway comes to an end as it opens up to the cold mountain air. A series of handholds is on the wall to the right. Move out to the wood railing and climb the stone blocks to reach a tiled roof. From there, Nate spots a squad of soldiers attempting to move a large statue. He can also see Elena under cover on the other side of the squad.

Nate drops to the ground and takes cover behind a set of broken pillars. Although he doesn't see many soldiers at first, there are quite a number that show up for this battle. It's likely that Nate can survive even if he rushes in like a mad man, but there is a much safer way to approach this skirmish. It starts with waiting for the first two soldiers to turn their backs to Nate.



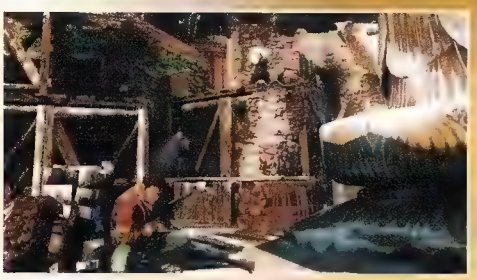
Once he knows he won't be spotted, move back to pick up the crossbow on the right. Its silent kills are instantly fatal and perfect for the first few targets. Wait for the first standard soldier to come within range and kill him with a neck-snap. He drops without a word. Fire a bolt into the second soldier while he's still oblivious to his comrade's demise.

HEADS UP!

Two Times the Fun

In addition to the M4s the standard soldiers carry, they are each carry an Mk-NDI. When Nate performs the silent kills on the pair of enemies, they drop both the rifles and the grenades. If he were to have shot them with something loud and noisy, they wouldn't have dropped the grenades. It's a good thing he used a bit of stealth to begin this battle. Go ahead and pick up the frag grenades; they become extremely handy in a bit.

Head to the right side of the field and climb the ladder leading up to a high platform. Wait! Don't pull all the way up because an RPG soldier is stationed on the platform. Once he's in reach, grab his leg and fling him over the edge.



WRONG TURN FAIL

Fact: RPG soldiers are dangerous. When left alive they are pure trouble. This is why Nate should make sure he eliminates the RPG-toting enemy quickly and efficiently before moving on. Should he decide to save the soldier for later and move across to face the enemies in the next section of the courtyard, he shall not live to regret it. While he is pre-occupied with the shotgun soldier, armored soldiers, and turret, the RPG soldier has a clear shot at his back. Ouch!

Grab the dropped RPG-7 and pick up the additional RPG ammo while surveying the courtyard. Nate can see two armored soldiers and a shotgun soldier. Move around to the cover behind the shotgun soldier and perform a stealth kill. Next, launch the RPGs at the two armored soldiers.

As soon as Drake starts firing, the other soldiers in the field are alerted and the turret immediately unleashes a stream of metal toward Nate. Pop out of cover to pick off the remaining light and standard soldiers to the right with his pistol. Never stay out in the open for long or else the turret trains in and overwhelms Nate. Soon after, another standard soldier and a sniper make appearances overhead. Line up and fire; they go down easily.

Jump one level over and take up cover along the wood wall. Peek out along the edge to see a mounted turret gunning straight for Nate. While still in cover, line up a grenade to land just to the right of the turret, which should kill the soldier manning it.

HEADS UP!

Conservation

Nate can simultaneously take out two heavy soldiers by waiting for the most opportune moment. Keep a careful eye on their movements and wait until they are standing side-by-side—then strike! A single RPG is enough to instantly decimate both heavies.

Move along to the upper platforms on the right and take cover behind the wood wall. Peek out along the edge to target the mounted turret gunning straight for Nate. From behind the safety of cover, line up a grenade to land directly next to the turret. The blast sends the soldier behind the mounted gun flying.

Pick off any visible enemies with Nate's pistol. Once he feels comfortable, drop to the snow and grab the available weapons. Rush up to the M32 resting on the short platform ahead. There are only a few more enemies in the area and nearly all of them can be removed from this location. Using Nate's available weaponry, pick the soldiers off one-by-one. Immediately target the sniper as he makes his appearance to the upper right.

RECOMMENDED WEAPONRY

A Little Easier

Make things a little easier for Nate by picking up the Desert-5 Magnum before moving up to the M32 Grenade Launcher. The pistol can be found on one of the metal containers close to Nate's landing point upon descending onto the snow. The Desert-5's instant kills come in quite handy when eliminating the soldiers hiding behind cover.

Elena walks to the seal in the center of the courtyard once all of Lazarevic's men have been eradicated. Join her. Nate inserts the dagger into its center, causing it to rise and reveal four spokes. Grab one of the nearest spokes and turn the object counter-clockwise to open a secret path right under the large tree in one the previous courtyards. It's the path to Shambhala!

RECOMMENDED WEAPONRY

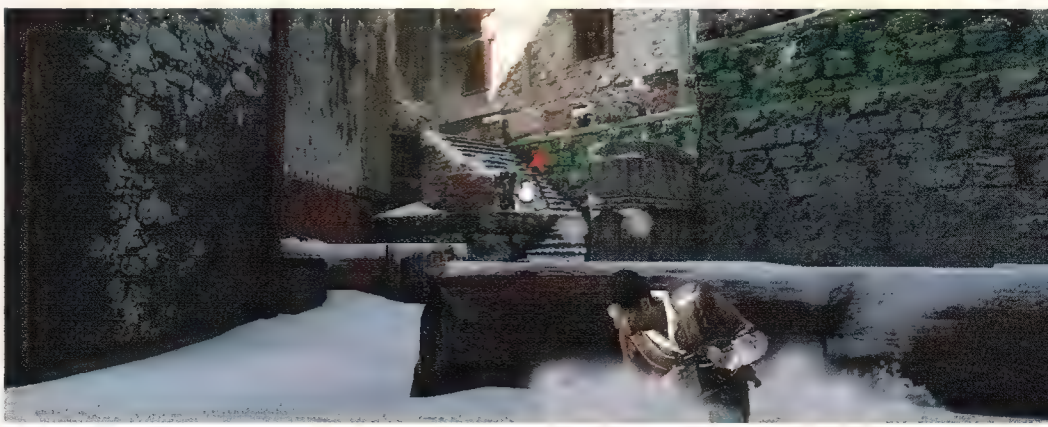
In Stock

There isn't that much to choose from, but stock up before leaving the current courtyard. There are more than enough M4s to go around and plenty of dropped 92FS pistols. The availability of the Desert-5 and M32 is either very low or non-existent. Don't be afraid to switch them out for the ammo-rich weapons.

Tibetan Hair Ornament—Medium

Once the courtyard is cleared, move to the rear of the nearby large broken statue. Climb up the handholds on its back side to reach a treasure perched at the very top of the stone carving.

Move with Elena to the open edge and slide down the wire to land outside the tree courtyard. Ahead, soldiers are working hard to fight off a pair of guardian beasts. Don't bother firing at them. They leave soon enough. Instead, move to the right and jump to the small platform below. Climb down the ladder and take cover at the base of the platform. A squad of soldiers has entered the area and is moving toward Nate.



Two light soldiers and a shotgun soldier carrying a Riot Shield are the first to attack. If Nate has any remaining grenades, now would be the time to use them. Focus on the shotgun soldier and then follow up with gunfire to eliminate any of the surviving light soldiers.

HEADS UP!

The Other Way

If Nate doesn't have a grenade, pick off the light soldiers before unleashing a stream of fire at the shield soldier. Once he buckles under the onslaught, run up and finish the job with a neck-snap attack.

Grab the Riot Shield and use it for protection against the next set of soldiers. Blow the enemies away as they appear, prioritizing the sniper at the top of the stairs. Continue up the steps and pick up the dropped Desert-5.

Let go of the shield and take cover along the broken pillars at the top of the stairs. Use the Desert-5 and assault rifle to crush the soldiers as they rappel into the area. Once the coast is clear, move to the ropes at the end of the path and climb to edge of the tree courtyard.

Tibetan Mala Beads—Medium

Slow down there, Nate. Yes, he is in a rush to reach Shambhala, but there is treasure to be had! After clearing out the enemies rappelling to attack and securing the area, drop back to the ground level and move to the left corner under the elevated walkway. A glittering treasure is next to the red-painted pillar.

Crack Fortune Hunter

After the Tibetan Mala Beads, 90 treasures have been gathered, earning Nate the Crack Fortune Hunter Medal, $10,000, and a Bronze Trophy. The collection is so close to being complete that Nate can taste it. Time to begin the final countdown!

Walk down the opened path, taking in the dozens of bodies that lay scattered across the courtyard. They are all Lazarevic's men. Follow the steps inside the chamber and move around them to find the path. A set of doors is at the end. Take a deep breath and open them.

THE ROAD TO SHAMBHALA

Chapter 24:

Schäfer has been lost, but there is still time to stop Lazarevic. Nate has the lead after all. The ritual dagger is in his hands, and the secret path to Shambhala has been revealed. If he and Elena move quickly they can reach Shambhala before Lazarevic does, and beat him to the Cintamani Stone.

OBJECTIVES

1. Solve the Mystery of the Cintamani Orb
2. Navigate the Tunnel with Flynn
3. Solve the Puzzle at the Gate

TIBET, MONASTERY TUNNEL

1 SOLVE THE MYSTERY OF THE CINTAMANI ORB

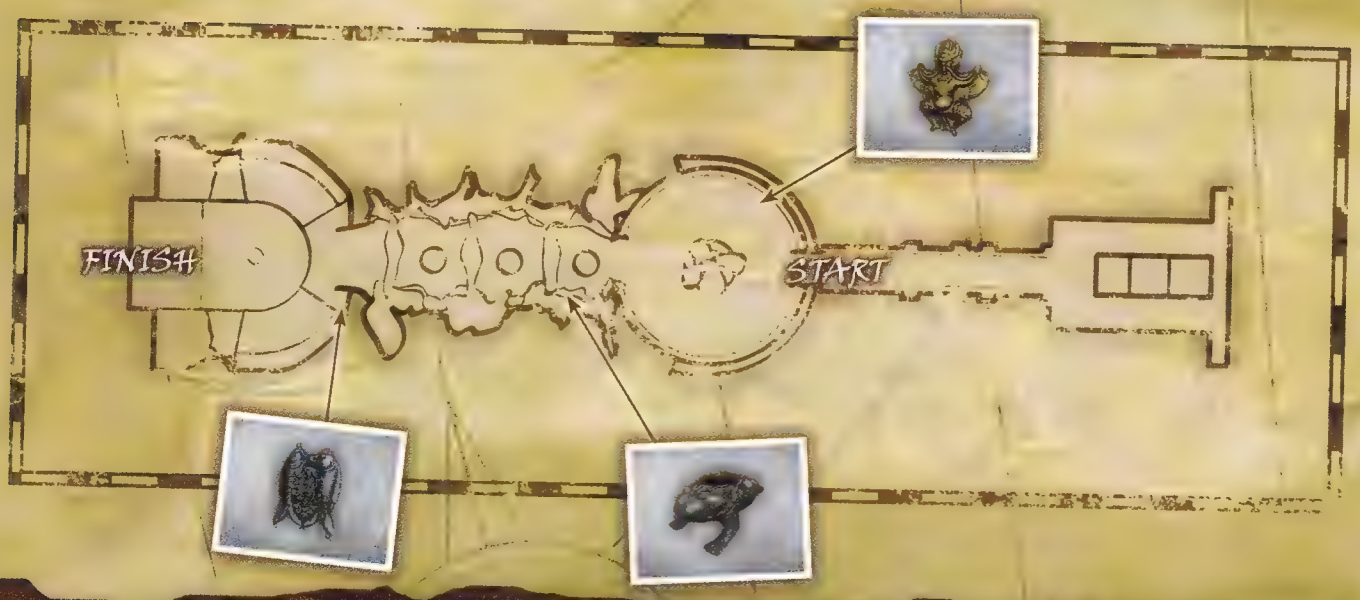
A circular chamber lies just beyond the entrance to the room. In its center, two gruesome arms emerge from the floor and clutch a large blue sphere bathed in a beam of light that shines down from the ceiling – this is clearly a representation of the Cintamani Stone. Apart from that, the room seems empty – Nate and Elena are momentarily stumped, and wonder what to do next.

However, around the walls behind Nate are four carvings holding large phurba daggers. Two of the daggers are pointing up, and two are pointing downwards. If Nate approaches one of the daggers and presses △, he'll flip it. A downward-pointing dagger becomes an upward-pointing dagger, and vice-versa.

Every phurba that Nate has seen on his journey has pointed downwards – so turn all the daggers to point down. Once the phurba daggers are in place the arms in the center of the room rise, lifting up the sphere away from the base that it has been resting on. Approach the sphere and press △. As Elena comes closer, they hear Lazarevic's men approaching. There goes their head start.

Bronze Garuda—Medium

Before approaching the raised sphere, take a moment to admire the detailed stonework along the top of the walls. Pay particular attention to the face carvings. A shining object is in one of their eyes. Shoot it out and run over to retrieve the shining object from the ground. Sure enough, it's a treasure.



FAILED NEGOTIATIONS

Nate and Elena capture the first soldier that enters the room and order those that follow to stay back. However, Lazarevic enters, and quickly asserts himself. Elena orders the warlord to stop in his tracks, but Lazarevic simply shows them just how serious he is by casually killing their hostage.

Nate and Elena are horrified at what Lazarevic is willing to do in order to get what he wants. They drop their weapons as ordered. Lazarevic's next move is to bring more players onto the stage. Enter Flynn – and Chloe.

Nate is presented with a terrible choice. He must choose which of the two women is to live and which is to be killed. It's too much for Nate and he agrees to do what Lazarevic wants. He knows what has to be done next, and opens the path to Shambhala.

No one expected another trial would be waiting for them beyond the wall that slide down into the floor. A pathway stretches ahead along an enormous tunnel, but quickly becomes a series of disconnected walkways as the giant bridges comprising it rotate out of alignment. Two waterfalls at the end of the tunnel have stopped their flow, lowering the water level in the river far below, and allowing the platforms to move out of position.

At the end of the tunnel is a pair of sealed doors. Shambhala is still just out of reach. Lazarevic is furious, and orders Nate and Flynn to find a way to reconnect the bridges that make up the path.

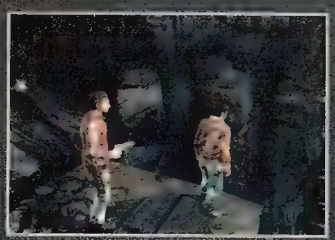
2 NAVIGATE THE TUNNEL WITH FLYNN

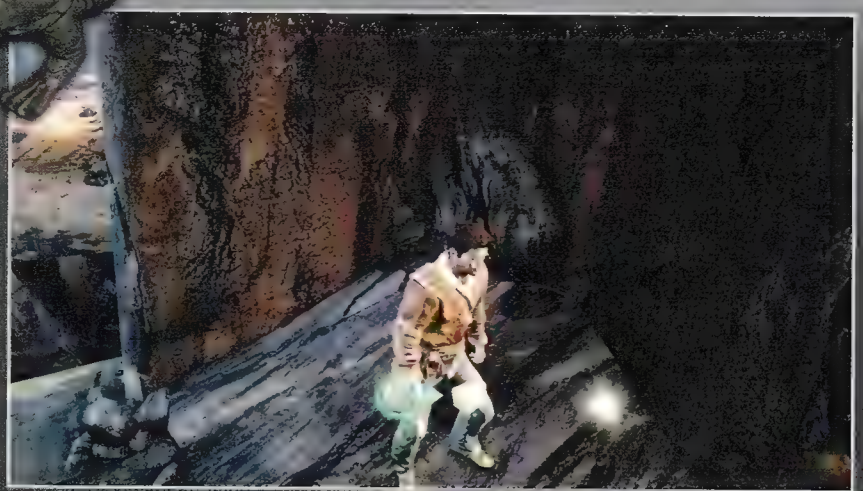
BABY SITTING

Nate and Flynn start along the rocky ledge on the left side of the massive corridor. As Flynn carefully keeps Nate covered with his pistol, walk forward and leap over the first gap in the path.

Toad Censer—Easy

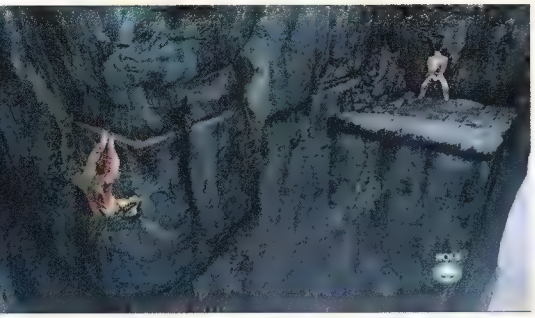
Stop for a moment after jumping over the first gap in the path. Directly to the left is a brightly sparkling treasure.





NO FUNNY BUSINESS

Nate is pretty good at hand-to-hand combat, but he is in no position to pick a fight with Flynn. Take a swing at the ex-comrade to earn an elbow to the back of the head. Keep it up and Nate will be shot at point-blank range. Play nice and no one gets hurt.



Jump out again and grab onto the thin stone handholds on the wall. Follow the handholds down and around the corner to the right.

Lean out and leap to the nearby platform. Take a break and wait for Flynn to catch up; once he's on the platform, boost him towards the next platform above. Watch out for the stone block Flynn shoves down for Nate! It would hurt if that thing landed on Nate's toes. Use the stone to climb up the wall and reunite with Flynn.

Nate's former friend takes the lead and leaps to the next platform – the hand of a giant stone statue. His landing is a bit too much for the ancient rock, though, and a large section of the edge of the hand breaks off and tumbles into the water below. The gap is now slightly too wide to safely jump across. Nate has to trust his captor and jump for the platform anyway. Flynn catches him just in time and pulls him to safety—before giving him a good kick in the butt. Was that really necessary? What a jerk.

Climb up the three stone ledges ahead and follow the path to what looks like a dead end. It's not, thankfully. Nate finds a narrow crack in the wall to the right and can just barely squeeze through.

On the other side, the path continues for a short while but is blocked at the end by a large boulder. Press △ to work with Flynn and push the obstacle out of the way, and then drop to hang over the cliff edge. Move onwards to reach a small platform and a very narrow ledge. Shuffle across the strip of stone to reach more solid footing.

Approach the far side of the cart stationed on the new platform. Press ◉ to crouch down and, with Flynn's help, push the cart towards the wall. Hop onto the cart and leap up to the ledges on the rock wall above. Climb to the top then navigate to the right. Notice how often Nate is taking the lead? Even when he is a captive, he's still one step ahead of Flynn.

Continue right to reach three carved skulls. Nate can get a good grip on their lower jaws and work around to the strips of stone on the other side of the rock. Move along to the right until Nate cannot continue any farther. Lean back and twist to reach the tip of the platform behind him. This platform is one of the rotated bridges that lead from the chamber Nate and Flynn have come from to the sealed doors at the end.

Trot to the end of the rotated bridge and jump onto the pathway to the left. Follow the new route to the set of stairs leading up to the sealed doors.

Eight Emblems Pendant—Medium

After jumping over to the stairs, continue straight ahead and jump away from the stairs again and onto the adjacent platform on the left. Walk to the end of the stone path and look down. Another treasure is right under Nate's nose.

Head up the stairs, and press △ to open the doors with Flynn.

3 SOLVE THE PUZZLE AT THE GATE

BEGIN PUZZLE SOLVING !

DHARMA, DHARMA, DHARMA

As Drake and Flynn push through the tall double doors, another vaguely circular chamber is revealed. An enormous door – this must surely be the entrance to Shambhala – lies immediately ahead, and is flanked by two gigantic stone heads whose mouths are agape. Drips of water fall from their lips – these must have spewed the water that supplied the waterfalls that kept the rotated bridges behind them in alignment.

To the sides, the room is lined with massive prayer wheels: three are on the right, and three are on the left.

The large metal prayer wheels contain familiar Ranjana script. Around each wheel is carved the mantra "Om Mani Padme Hum". The three prayer wheels on the right read "Om", "Ni", "Ni" while the three on the left read "Pad", "Hum", "Ma". Open up Nate's journal and flip through the pages to find a puzzle clue.

On the last double-page spread before the blank pages at the end of the journal, "Om Mani Padme Hum" is written in six Tibetan characters, above two symbols. Under "Om Mani" is the Endless Knot and beneath "Padme Hum" is the Cintamani Stone. Look at the ironwork on the front of the platforms beneath each set of prayer wheels. One side bears a depiction of the Endless Knot and the other, the Cintamani Stone.

1. *Turn right and climb the Endless Knot prayer wheels. Move to the first prayer wheel, the one on the left, and look up. It already reads "Om", so there is no need to move it.*

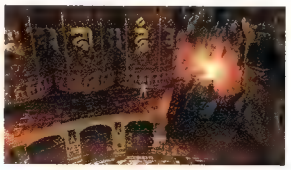
2. *Continue to the next prayer wheel to the right, the one in the middle, and turn it one turn to the right, until "Ma" is facing out.*

3. *Move to look at the last Endless Knot prayer wheel. It is already set to "Ni." Nate's work is done here.*

4. *Climb to the Cintamani Stone prayer wheels on the left. The first prayer wheel, on the left, already reads "Pad." Keep moving to the next one.*

5. *Move the middle wheel one turn to the right so that the symbol reads "Me."*

6. *Continue on to the last prayer wheel on the right and rotate it two turns to the right, so that "Hum" is shown.*



END PUZZLE SOLVING !

A large, low cylinder – a circular seal similar to the one encountered at the Monastery – rises from the center of the chamber when the prayer wheels are in the correct positions. Spokes emerge from the cylinder as it rises. Approach the cylinder and hold △ to grab on to one of the spokes – Flynn will grab onto the spoke on the opposite side of the drum, and together you can push the handles to turn the wheel counter-clockwise. When the drum has been turned a half turn, it lowers back down into the floor. Nate and Flynn hear the sound of rushing water approaching, and the carved heads' mouths erupt into spewing waterfalls.

Outside, in the previous chamber, the waterfalls begin to pour again and the water below rises up to turn the rotated bridges back to their aligned positions, creating the path that Lazarevic so desperately wants to travel.

While Lazarevic, his men, and their female hostages head towards Nate and Flynn, three howling guardian beasts crawl out of the shadows to greet the two treasure hunters. Out of desperation, Flynn tosses his captive a gun, and the two fight alongside each other once again. Keep moving while you blindfire at the Guardian beasts - do your best to stay out of their reach. If you can pump enough bullets into a guardian beast the fight is over, but you can also succeed by simply staying alive for long enough…

HEADS UP!

Reminder

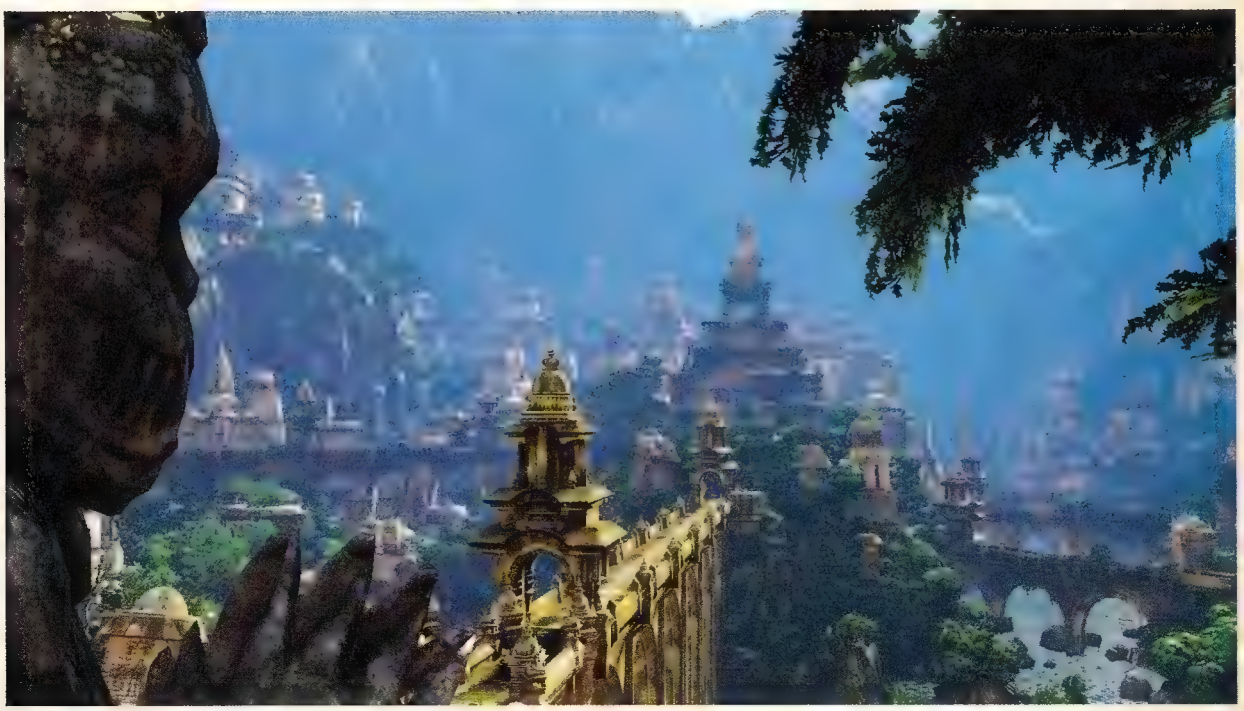
Remember that just because Nate is caught in the clutches of one of the Guardian beasts doesn't mean he's a goner. If he is a man, he won't just give up. As soon as Nate is pinned down, keep tapping △ to deflect the Guardian's attack and then press ○ to counter them.

Suddenly, Nate is tackled by one of the guardian beasts. Defending against the attack requires every ounce of his attention and energy. The beast abruptly stops the assault and slumps over Nate's exhausted body, shot dead by Lazarevic.

Nate scrambles away from the corpse and makes a desperate attempt to grab his gun, but is captured and restrained. Lazarevic crouches next to the guardian and reveals its true form. The "beast" is nothing but a human in disguise, dressed as a Guardian in an attempt to scare intruders away from Shambhala.

Soon after, Elena and Chloe are brought into the room. Nate attempts gallantly, and fruitlessly, to negotiate their release. Lazarevic would rather just kill them all. He does wish, however, for them to see Shambhala and die knowing the futility of trying to stop him. They've failed.

With that, the gates are opened and the party enters Shambhala.



BROKEN PARADISE

Chapter 25:

Nate has come so far. What started as a simple museum heist became a journey that included Borneo, Nepal, Tibet, and even took them to the gates of Shambhala. As he enters the holy land, restrained and threatened, one must wonder if this is the end of the adventurer, Nathan Drake.

OBJECTIVES

1. Escape from Lazarevic
2. Head to the City Center
3. Escort Elena to the Exit

SHAMBHALA

1 ESCAPE FROM LAZAREVIC

Shambhala is a tropical paradise that has long been abandoned. Lazarevic takes a deep breath looking at the vast city lays that before him. He's made it. It's time to put Nate and company out of their misery. Flynn manages to gain assurance of Chloe's safety, but Nate and Elena are on their own.

As the two struggle against their captors, the Shambhala Guardians attack! Nate, Elena, and Chloe make a break for it during the confusion, leaving behind a furious warlord.

HEADS UP!

SHAMBHALA GUARDIANS

Lazarevic revealed the Guardians' true identity before entering Shambhala. These beings are technically still human. Their strength, however, far surpasses that of any one man. No one knows how long they have been in Shambhala protecting the city, but their ancient clothing and weaponry suggest that they have been here for ages.

There are two standard types of Guardians within Shambhala: those armed with crossbows and those with explosives. Crossbow-armed Guardians often rush their target and aggressively attack with their bare hands. However, they are known to take up their ancient weapons when a target is at mid- to long-range.

Shambhala Guardians armed with explosives keep their distance and lob ignited resin at their enemies, which acts much like an impact grenade.

DOWNSTREAM

Run! Keep running and don't stop. Follow the path as it turns and sprint up the stairs to reach a wide, broken road. Leap onto the disconnected platform ahead and stumble upright as a squad of soldiers threatens Nate and company.

HEADS UP!

No Fear

Nate's heart is probably beating right through his chest. Bullets are whizzing all around, Lazarevic's men are in hot pursuit, and he has spotted more than one Shambhala Guardian. It's enough to get anyone's blood pumping. As long as he keeps moving forward, there's nothing to worry about. Lazarevic's men are so frantic, they can barely hit Drake once he passes the first section of the escape route, and the Shambhala Guardians are focused on the soldiers, not Nate.

The majority of the soldiers are stopped by a sudden Guardian attack, but two soldiers make it to the platform. A wayward RPG hits the platform and is too much for the dilapidated stone. It breaks and is swept downstream with the small group comprised of the three runaways and two soldiers.

Grab the nearby M4 and fire at the soldiers. Use the short pillar in the center of the platform to block most of their retaliatory fire and stay on the upper side of structure. The floating platform is swiftly approaching the end of the line and it isn't long before it smashes into the side of the stone wall. Nate, Elena, and Chloe survive the crash, but the soldiers aren't so lucky.

2 HEAD TO THE CITY CENTER

CRAZY TALK

Dust off and take in the new surroundings. The ruined buildings continue ahead. Jump to the next platform and then onto the stone path.

The group finds the remains of a previous expedition in the small courtyard. It looks like they weren't successful in their own quest. Chloe hands Elena a gun and starts discussing their escape route. However, Nate and Elena have other plans. They aren't leaving until the Cintamani Stone is destroyed and Lazarevic is stopped.

That's crazy! Or so Chloe thinks. Drake and Elena simply are not going to change their minds. They have a world to save and that's that. Chloe still thinks they're crazy but reluctantly joins them anyway.

Move around the courtyard collecting AK-47 rifles and 92FS pistols from the corpses. A few Mk-NDIs are at the back of the square. As Nate heads to retrieve them, two Shambhala Guardians enter the area.

They are constantly moving around the field and Nate needs to keep up if he wants to stay alive. Two hits from those monsters are all it takes to return to the last checkpoint.

Crossbow Delight

HEADS UP!

The Shambhala Guardians carry with them the tool for their own demise. The crossbows work incredibly well against their creators. Take the crossbow from the first Guardian you kill and turn it on the remaining warriors. Two bolts are enough to take down the Guardians, which soak up melee damage and bullets like sponges. The two Guardians harassing you will fall with four successful shots. You do the math.

Stay on the move, even when the Guardians are standing still. When they are stationary, it usually means they are going to pull out their crossbows. Toss a grenade to stop them from firing, and then move behind cover before launching a counterattack. Keep it up. It takes several minutes of extreme gunfire before the Guardians eventually fall.

Keep Going

HEADS UP!

There is so much running around in this fight that Nate can't help but be thankful when the Shambhala Guardians stop moving for a second. However, when the intimidating warriors stand still it means one of two things: 1) they are lining up a lethal attack with a crossbow, or 2) about to throw an explosive. Neither of these options bode well for Nate and company. The lesson here is that even if the Guardian slows down, make sure Nate doesn't.

Run-and-Gunner

In case Nate has not earned this Medal yet, Shambhala is a great place to collect it. There are plenty of Guardians to fight in the city that force Nate to be on the move and use some run-and-gun action. Once he has defeated 20 enemies with on-the-go combat, he is awarded the Run-and-Gunner Medal, $10,000, and a Bronze Trophy.

Another Guardian enters from the broken ledge to the side of the central structure. If Nate's not already there, climb up to the busted walkway via the gold-trimmed columns at the back of the square and leap across the courtyard. Nate has a clear shot at the recent arrival from this perch. Between the Guardian's explosive attacks, unload a round of rifle fire. It eventually becomes too much, even for the ancient warrior.

DESTROYING YOUR ROOTS

Move to the elephant trunk emerging from the mouth of the nearby statue. A series of handholds provides a path to the next platform. Leap to the structure in the center of the square and then continue to the last platform.

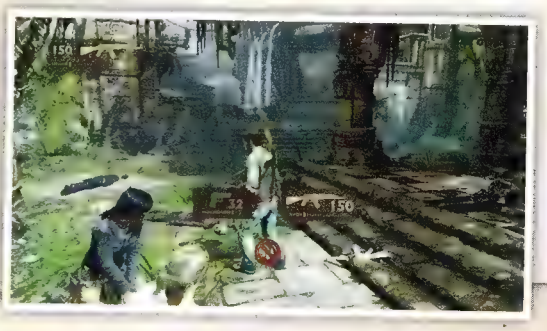
Phurba Thogchag—Medium

There is a treasure resting above the first broken walkway Nate climbs to. While on the ledge, look up at the statues along the wall. A glittering treasure is attached to the center figure. Shoot it free and add it to Nate's nearly complete collection.

HEADS UP!

Prep Work

Fully stock Nate's weapons before leaving the courtyard. There are more than enough AK-47s and 92FSs to go around. A prepared adventurer is a happy adventurer.



Climb through the break in the wall to exit the courtyard. The area beyond is covered in tree branches, roots, and vines. An entire wall of roots covered in blue pods catches Nate's eye. The strange substance resembles the resin Nate used to light fires, indicating that the pods are flammable. Take a shot at one of them. Sure enough, the pod bursts into flames with a single hit. The heat from the explosion causes the wall of roots to shrivel up, revealing an open archway.

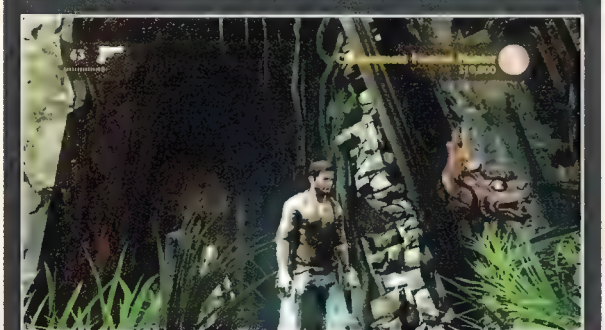
Continue to the next area where another wall of roots blocks the path. Aim for the resin pods and decimate the wall. Just beyond, the path breaks off before a stone wall, but this is far from a dead end. Use the moss handholds within the wall to continue.

Clay Yamantaka Head—Easy

Look overhead as Nate walks up the steps to the second wall of roots to spy a glowing treasure. Shoot it down from the wide tree root and pick it up from the stone ground.

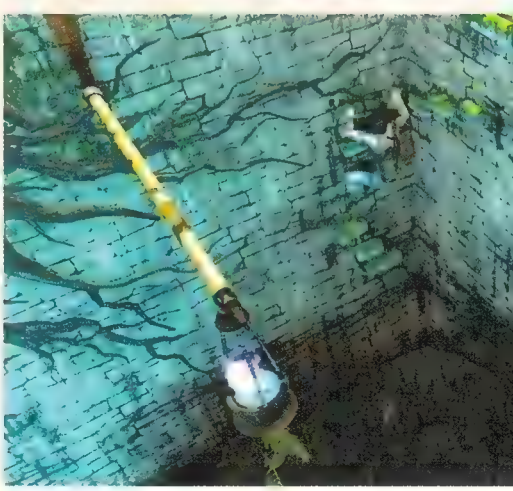
Consummate Fortune Hunter

95 ancient treasures have been added to Nate's collection—95 expensive, wonderful treasures! That really is something to celebrate. But instead of celebrating, accept Nate's new Consummate Fortune Hunter Medal and $10,000 reward, then hit the Stores!



Move up and over to the hanging rope on the left, and then swing to the next set of mossy handholds. Upon reaching the top handhold, stretch to the metal pole extending out behind Nate. Looking ahead, he is greeted by yet another root obstacle. Fire at the blue resin pods to remove it.

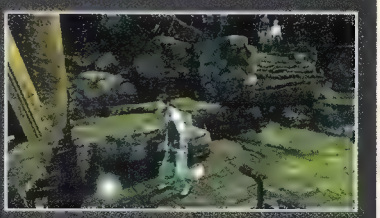
Swing through the open hole to reach the building beyond. Move to face the broken wall on the left. Across the way, Nate can see a small section of resin. Take aim and fire. A large explosion follows and the roots covering the building's ground entrance retract.



Drop to regroup with Elena and Chloe then enter the building. Ascend the stairs and exit into a vast courtyard. A section of some ancient broken structure is in the center and an open, multi-tiered building is on the far right side.

Gold-Leaf Statue Head—Medium

Turn right once Nate reaches the rear of the multi-tiered building. Drop to the lower ledge facing out into the abyss and move to the back corner. Another treasure is glowing beneath Nate's feet.

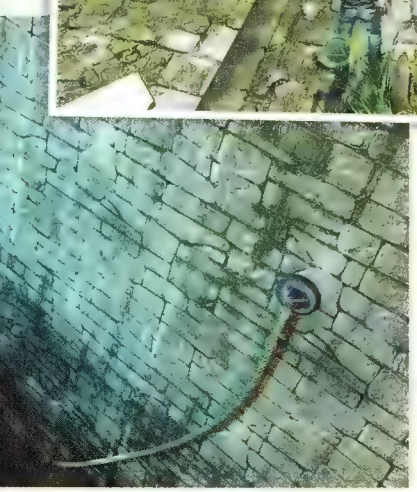


RECOMMENDED WEAPONRY

Laying Around

Nate should have a fully loaded AK-47. However, M4s are scattered around the entire area. There's not enough ammo to fully stock the weapon, but there are at least 100 rounds available. The M4 is definitely the more powerful option. Nate can always return to the dropped AK-47 later.

In addition to switching out the long guns, snag some of the Mk-NDIs found around the courtyard. There are six, which is more than enough to keep Nate's supply at max capacity.



Move behind the multi-tiered building and walk toward the lowered gate. As soon as Nate arrives, Elena and Chloe head up to the second floor of the building. Follow closely behind and peek out into the courtyard. Lazarevic's men have begun flowing in from the left. Ugh. They are relentless.

Drop back to the ground floor behind the building and move to the left corner, away from the gate. Nate notices several soldiers around the archway pillar, including a heavy soldier. That minigun-toting monstrosity would typically pose a problem, but with four grenades and well-stocked firearms, the odds are in Nate's favor.

HEADS UP!

One of Many

There are plenty of routes Nate can take during this battle. There is just one of many options. It's the easiest path, but it is by no means the only one.

Pop out from behind cover and eliminate the nearby light soldier. As soon as the shots ring out, the rest of the soldiers are alerted to Nate's presence. Pick off as many enemies as possible before the heavy soldier unleashes his minigun on Nate.

Once the heavy begins advancing, toss a grenade at his feet. The explosion forces the heavy to stagger and pull back a bit. This is the perfect time to unload. Fire a full clip from the M4 and then retreat to cover. Repeat the process with another grenade. If he is still on his feet after the second full clip of bullets, toss a third grenade.

While Nate focused on the heavy soldier, other soldiers have been closing in. Clear them out with a grenade. If you're out, use Drake's pistol and remaining long gun ammo to clear the area.

COVER IS YOUR FRIEND

The GAU-19 minigun carried by Lazarevic's heavy soldiers is an incredibly powerful weapon. If Nate is feeling foolish, he can test just how quickly it can kill him. The best way to do this: don't properly use the cover provided.

Stay safe – and alive – by remaining behind cover during enemy barrages.

RECOMMENDED WEAPONRY

Stealth Challenge!

There is a stealthier option for tackling this encounter. Is Nate up to the challenge? Begin moving through the multi-tiered building's central archway. This brings Nate out into the open on the ground floor. Dart to the left and take cover behind the planter; lie in wait for the standard soldier to walk up to Nate's position. Perform a cover stealth kill, pick up the dropped Desert-5, and get ready to move. Approach the light soldier stationed around the back of the building. Sneak up from behind before landing another stealth attack. That's two.

Head back through the central archway again and drop into the trench while keeping an eye on the standard soldier across the gap. A Micro-9mm soldier is nearby; execute another stealth kill then move to hang on the side of the trench facing the standard soldier. Once his back is turned, leap up and take cover along the short wall that has a few grenades. Launch the final stealth kill and grab the dropped Dragon Sniper. Nate now has a sniper rifle and the Desert-5. It's time to do some damage. Pick off as many enemies as possible with the Dragon Sniper before switching to the Desert-5. Once the heavy soldier approaches, use the grenades to clear him out. Now all that's left are the Shambhala Guardians. Grab the dropped GAU-19 and start firing.

Rush out to grab the dropped GAU-19 then target the sniper and RPG soldier across the courtyard. Remove any remaining soldiers and keep the GAU-19 in hand. It comes into play as two Guardians enter after Lazarevic's men are decimated. The Guardians make a bee line straight for Nate. Unleash the GAU-19 as they advance and keep firing until they drop dead at his feet.

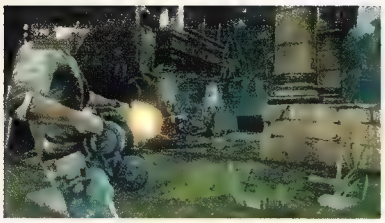
ALL WET

Collect weapons dropped during the fight and pick up any remaining grenades. Return to the gate and pull on the winch. Nate isn't able to raise the gate more than a foot. The counterweight on the right side of the gate seems to be broken.

RECOMMENDED WEAPONRY

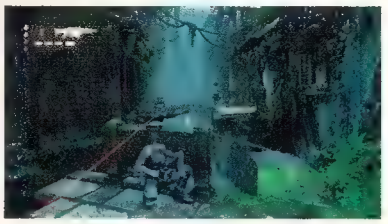
All about Side Arms

It doesn't really matter what Nate picks up for a long gun because it's likely that he'll end up switching it out immediately for the next fight. The pistol that Nate chooses is another matter entirely. He has the 92FS and Micro-9mm available. Choose the Micro. The sweeping fire is more effective in the frenetic fights ahead.



Use the moss-covered handholds on the left wall to climb to the molding over the top of the gate and then grab the chain on the far right. Nate is heavy enough to act as the counterweight. His companions are able to keep the door open long enough for everyone to slip through.

Rain pours down as Nate enters the new area. A shallow stream rushes along beyond the broken pathway. Jump in and take cover. There is a large squad of soldiers ahead, which is almost entirely comprised of standard (helmeted) and armored soldiers. Grenades are Nate's best friends in this conflict, so let them fly. Follow up the explosions with heavy automatic fire or a spray from the Micro-9mm.



Rush to grab the M32 positioned on the upper platforms. Immediately fire at the sniper dead ahead then return your attention to the remaining soldiers. Another wave of enemies appears as Nate advances. Unload a steady stream of M32 fire to clear the area.

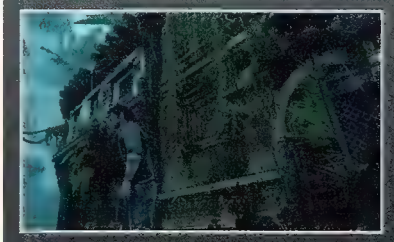
HEADS UP!

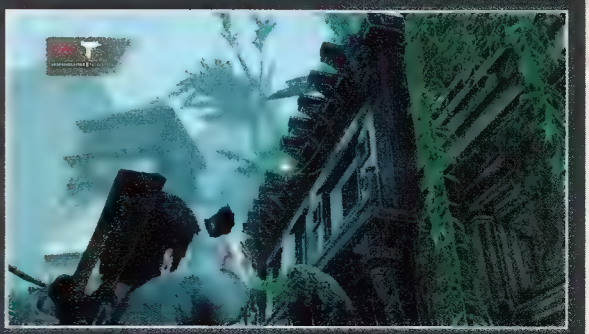
Soggy Bullets

If Nate's running low on M32 ammo, there is more hanging around. The platform next to the M32's original location has more rounds on it.

Fibula Thogchag—Easy

Run to the second platform on the left before moving to the end of the stream. Draw Nate's pistol and locate the small crest between the short beams extending from the roof. Shoot the treasure and add it to the collection.





Follow the water to the metal grates at the end of the path. Climb the moss-covered handholds on the back wall and climb onto the upper floor of a dilapidated building. Drop through the hole in the center of the floor and continue out into the open.

GOING TO TEMPLE

Four soldiers coming around the corner ambush Nate and company. Fire the M32 to surprise the small squad and wipe them out before they get a chance to attack. If you're out of rounds, there's a cluster of resin pods on the ground that wil do the job just as well.

RECOMMENDED WEAPONRY

Running Low?

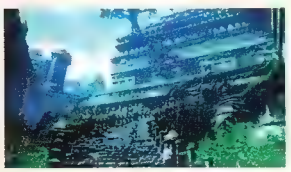
If Nate is running low on M32 ammo (under four rounds), pick up the SAS-12 or M4. Keep the grenade launcher if it still has a decent amount of ammo. It's extremely useful during the next skirmish.

Head to the large cart and push it back against the wall with Elena's help. Climb to the next floor via the cart and sprint up the steps to the central temple. Nate quickly realizes that Lazarevic's men are engaged in a battle against the Shambala Guardians.

Unusual Bronze Mask—Medium

Move left after climbing up the back wall and head for the cluster of large tree roots. Look around until a shimmering treasure catches Nate's eye.

Approach quietly and watch the battle unfold. The Guardians eliminate a large chunk of Lazarevic's forces. In fact, Nate can wait for the surviving soldiers to kill off the Guardians before entering the fight.



HEADS UP!

Cowardly or Smart?

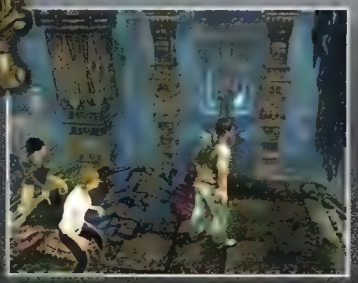
It may seem cowardly, but waiting for the Shambhala Guardians and soldiers to decimate each other's forces is the smartest way to approach this fight.

Use the weapons dropped by the soldiers, like the RPG-7 and SAS-12, in addition to Nate's current arsenal to crush the remaining Guardians and the few soldiers left standing. Target the heavy soldier quickly as he is the top priority and threat. Take special notice of the lantern-like objects next to the heavy soldier—they're explosive! He falls quickly if a few of these are hit while the heavy's in their blast radii. With the area cleared, several more Guardians enter, taking up defensive positions at the top of the exit stairs.

The golden crossbows dropped by the dead Guardians are the best bet for tackling the reinforcements. It only takes a few hits to send them packing, as opposed to several hundred rounds of rifle fire.

Mani Jewel Thogchag—Medium

After clearing out the Shambhala Guardians, take a look at the central pillar. It's quite impressive, with figures carved along the sides. Peer closely at the figure facing the exit to discover a treasure attached to the carving. Shoot it down and then retrieve it before exiting.



Wooden Vajrapani Mask—Medium

After walking up the first set of steps within the stairwell, look up to see a treasure shining overhead. The glimmer emanates from the small carving on the ceiling. Shoot the treasure free and pick it up before Nate continues to the next floor.

100 Master Fortune Hunter

Congratulations! Nate has finally collected 100 treasures! It wasn't an easy task. Some of those treasures were nearly impossible to find, but it was well worth the effort. Savor the Master Fortune Hunter Medal, spend the $25,000 well, and be proud of the Silver Trophy.

Bronze Statue Head—Easy

Bonus! Just when Nate thought he was all done collecting treasures, he finds one more. This really is the last one. Promise! Stop for a moment on the fifth floor. There's a treasure just before the steps leading up to the next area. Move to the back wall and pick it up. There. You've now found the final treasure in Shambhala.

Nate, Elena, and Chloe find the Cintamani Stone in the temple's upper room. Or so they think. Just as Chloe is about to smash the Stone, Nate stops her. Something isn't right. The Stone isn't sapphire. This stone is actually made of amber, a.k.a. fossilized resin, a.k.a. tree sap.

The Cintamani Stone isn't really a stone at all. It's the resin that they have been constantly coming across that holds the mysterious powers. It's the sap from the legendary Tree of Life. Nate is able to pinpoint the Tree outside and Lazarevic is heading right for it. If he is able to consume some of the resin, its effects may likely fulfill Schäfer's fears and make Lazarevic unstoppable.

Tree Of Life

The concept of a Life Tree, or a World Tree, has vast significance across many religions and mythologies throughout time. The ancient Egyptians conceptualized the tree as an object in which life and death are enclosed. Chinese mythology depicts a Tree of Life offering the promise of immortality. In many cultures the tree has grown to represent knowledge and purity.

The very essence of the tree lends itself to be an inspiration to lore throughout time. Its long lifespan, its durability in harsh weather conditions, and the cycle of its growth and subsequent death of its many leaves speak openly to ideas of strength, longevity, and wisdom within many spiritual societies.

In relation to Buddhism, the Tree of Life is often associated with the bodhi tree under which Buddha obtained enlightenment. At the time of his birth, there's a common belief that a flash of light shone brightly across the world, and from this flash of light grew the Tree of Perfection. Under this tree Buddha would meditate toward enlightenment and preach his first sermon. His life ended beneath the tree, as well. With this association, the tree came to symbolize an important aspect of the Buddhist religion to many practitioners around the world.

The Tree of Life is often believed to thrive off of three roots, represented by the Buddha, Sangha, and the Dharma. During a Buddhist's lifetime they will strive to seek shelter amongst the three and through this journey they hope to reach the ultimate goal of the discovery of Nirvana, granting eternal inner peace and harmony. To realize Nirvana requires the uprooting and elimination of pain, suffering, and the very elements that lead to them.

Various parts of the tree also represent different elements of Buddhism, as well. The wood symbolizes wisdom - the core principle of Buddhism. The sap nourishing the tree symbolizes compassion, and together they define the life force of the Tree of Life and cannot be separated. One cannot survive without the other.

This intertwining relationship between the makings of the Tree of Life symbolize the understanding that the whole self cannot be obtained, or enlightened, without each of the parts intact and fully understood. After obtaining his enlightenment, Buddha spent several weeks meditating in honor of the tree that had granted him shelter during his transformation. Throughout his lifetime he would be known to meditate beneath many trees, representing the strong Buddhist connection felt toward them.

Just as they uncover the truth behind the Tree and the effects of the resin, Flynn arrives and stops them! He's covered in blood and severely injured. Flynn sinks to the ground and apparently has enough energy to mock Drake's failure. Elena's attempts to convince Flynn that he can still be saved fall on deaf ears. He doesn't want to hear it.

The ex-comrade opens his hand to reveal a parting gift from the warlord—a live grenade. Elena doesn't back away in time and the explosion hits her hard. She's bleeding and barely conscious, but alive. Nate and Chloe gingerly lift her and carry Elena outside the temple, ready to escape. Elena begs them to stop Lazarevic with the knowledge that doing so could cost her dearly, but they aren't listening.

3 ESCORT ELENA TO THE EXIT

EMERGENCY EXIT

It's time to leave. Chloe is caring for Elena, leaving Nate in charge of clearing the exit. The gates leading out of Shambhala are not far, but there are enough soldiers along the way to keep Nate busy.

Run along the path and snag the grenades on the metal storage box to the right. Several snipers are around the corner along with at least one RPG soldier and a slew of lower class soldiers. Take cover behind the fallen pillar at the start of the gauntlet and arm yourself with the Dragon Sniper there. Snipe as many soldiers as possible before switching over to Nate's pistol to finish clearing the squad.

Another wave sweeps in shortly after the area is cleared. A shotgun may be a good option at this stage. Move forward picking up ammo and taking cover as soon as enemy fire pours in. Toss a grenade or two while advancing to make the transition farther down the path easier. Save enough ammo to remove the RPG soldiers that appear near the end of the second wave. Once the last of Lazarevic's men drops, the exit is secured. Hold on Elena!

RECOMMENDED WEAPONRY

Why Not?

There is a Micro-9mm on the metal storage box near the start of the path. The fight to the exit is fast and messy, so why not take the Micro as Nate's pistol? The superior blindfire will inevitably be useful, especially when rushing soldiers get too close to Nate's cover.

TREE OF LIFE

Chapter 26:

Lazarevic is already at the Tree of Life. They couldn't stop him. And worse yet, Elena has been badly injured. Nate and company made it to the exit in one piece, technically, but he doesn't know how much longer Elena can hold out. What should he do? Go for Lazarevic or leave with Elena?

OBJECTIVES

1 Defeat Lazarevic

SHAMBHALA

1 DEFEAT LAZAREVIC

Elena isn't in good shape - she's badly wounded. Once they reach the exit, Nate instructs Chloe to take Elena and escape. He's made his decision. He must stop Lazarevic, at all costs.

DEAD END

Follow the path to the Tree. Nate spots Lazarevic and his company around a pool of tree sap. As he watches, the warlord drinks from the pool and begins to change. Lazarevic calls out to Nate and the adventurer jumps from behind cover, fires three shots, and retreats. The bullets did nothing to Lazarevic. Next, Nate tries a more explosive route, but the warlord easily regains his feet. This isn't good...

HEADS UP!

Map It Out

The area around the Tree of Life is quite small. The entire location is shaped like a circle with the bright blue pool of sap at its center. Shaped roughly like a doughnut, the path around the pool is made up of broken, uneven ground. Knowing what to expect, what to expect and what can be used to your advantage is important in this final fight.

Lazarevic springs into action and approaches quickly. Do your best to keep the warlord from closing with Drake as you lead him around the pool. Large resin pods cling to the trees throughout this space. Move past the closest one and turn to face the warlord as he closes in. As soon as Lazarevic is next to the pod, fire. The exploding sap throws him off balance, inflicting heavy damage to the enraged warlord.

HEADS UP!

Refill

Lazarevic doesn't go down easily. He can take an entire clip without batting an eye. The resin he consumed has given him superhuman abilities. Luckily, there are M4s and Mk-NDIs all around the path circling the sap pool. Make good use of these available weapons.

TWO WAY STREET

Nate's not the only one who can cause the resin pods to explode. Lazarevic can set them off as well. Be careful not to stray too close to the pods while luring Lazarevic around the pool; Nate just might get caught in his own trap.

Continue blasting open pods, taking advantage of the opportunities they provide to maintain the distance between Nate and Lazarevic. Nate doesn't want to be caught standing still when the warlord recovers from the blast—especially when he starts rushing the adventurer that just detonated resin in his face. Once the second pod explodes next to Lazarevic, he picks up the pace, charging Nate more frequently and making it difficult to lure the warlord toward other pods.

NOT EXACTLY DROWNING

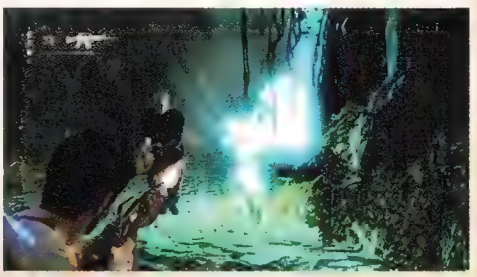
Although the color of the sap pool looks quite refreshing, refrain from taking a dip. It only takes about three seconds for the burning resin to inflict enough damage to kill him.

HEADS UP!

Punching Bag

When Lazarevic corners Nate, don't give up without a fight. Nate can punch his way free by rapidly tapping ◉. Keep it up! The hits inflict minimal damage at best, but they will force Lazarevic to drop Nate or, on some unfortunate occasions, throw him.

Lazarevic starts pulling out all the stops after being hit by the explosion from the fourth resin pod. He starts using his special ability and throws two grenades at once. The explosives are effective and keep Nate from camping near the pods. After the sixth successful pod explosion, even Lazarevic can't continue. The warlord falls to his knees.



PODS SHMODS

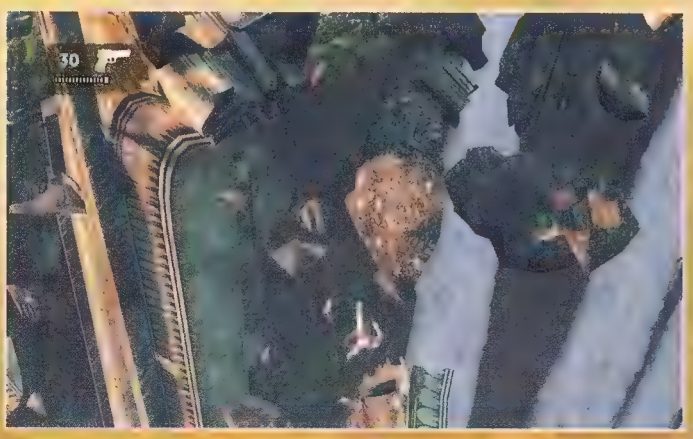
Resin pods, who needs them? Nate does, actually. The pods are the best way to throw Lazarevic off-balance and cause some serious damage. Sure, Nate has grenades, but with the warlord constantly on the move, the Mk-NDIs don't cut it. Make the most of the pods, or else.

Lazarevic looks up at Nate and tells him that they are the same, that they are both killers. Spreading his arms, he tells Nate to kill him. But Nathan Drake is not that kind of guy and lowers his rifle. Besides, with the Shambhala Guardians around, Lazarevic's life is already as good as over…

COLLAPSE

Nate leaves Lazarevic to his demise and heads back to the exit. As he climbs up to the long, ancient bridge the ground begins to shake and crack—not a good sign. Race for the exit, leaping over gaps as they appear.

The bridge collapses right under Nate's feet. If he doesn't get a move on he could end up taking a fatal fall from the bridge. He definitely doesn't want that, so move it or lose it, alright?



BRIDGE JUMPING

Continue running until Drake reaches the final gap. He gives it everything he's got for the last jump and barely holds on to the opposite ledge. Chloe runs to help, but a Shambhala Guardian rears up behind her and attacks. The ground gives way and Nate, Chloe, and the Guardian find themselves sliding toward the edge.

Nate pulls out his pistol and prepares to fire. Shoot the Guardian and don't let up until he plummets away from Chloe. That was close, but the two aren't out of trouble yet. Nate slides right off the edge of the broken ledge but is saved just at the last moment by Chloe. Okay, now *that* was close.

THE FINAL BOW

After a narrow escape from a collapsing Shambhala, the group reunites back at Tenzin's village, where things are slowly coming back to normal. It's been a long, strong trip. The world has been saved, but the friends aren't sure where to go from here. Then again, Nate never was one to plan ahead…

TOO LATE

The short fight with the Guardian is not the time to be shy with Nate's pistol ammo. Keep a heavy finger on the trigger and aim quickly unless Nate wants everyone to fly over the broken ledge and die. Which, of course, he does not.

WELCOME TO MULTIPLAYER

Multiplayer is new to the *Uncharted* world and contains hundreds of hours of gameplay. This section contains everything you need to know in order to play *Uncharted 2: Among Thieves™* with others.

The first time you log in to Multiplayer you must accept the Online User Agreement. Once the agreement is accepted, the Message of the Day appears. Press the ○ button to continue towards the Multiplayer menu. Here there are multiple options from which to choose. The icons to the left of the screen is where Matchmaking, Custom Game, and Cinema are found - all of which we will explain later.

Your party status is along the right side of the menu. It displays the Party Leader, Party Members, and how many players are currently online. To create or join a party, press △ to access the PARTY UP option.

Finally, you can also access your Multiplayer Profile by pressing □ and enter the Multiplayer Store by pressing R1.

ENTERING A GAME

There are two ways to start a game: Matchmaking and Custom Game. Matchmaking is perfect for instantly jumping into a variety of game types. Select a specific game type under Playlist and then press ○ on Find Match. A list of available players will appear on the right side of the menu. Once enough players are found, the game begins. Easy as that.

Custom Game is exactly what it sounds like: a multiplayer game of your very own! When creating a Custom Game, you have a variety of options at your disposal. The Game Type, Map, Variation (specific game modes in the Game Type), Score Limit, Time Limit and Friendly Fire are all available options. See the *Next Top Star* section later in the guide for more information on custom options.

Press to bring up your Profile. In the Profile window, you can keep track of your Level progress. This is also the window where you select your Boosters, Character, and Other Settings.

The Level section displays the total amount of money earned in Multiplayer (the number at the top), the current level of your Profile (the number in the middle), the amount of money it took to reach your current level (the number at the lower left) and the amount of money needed to reach the next level (the number at the bottom right). The Boosters option allows you to view and change your appointed Slot 1 and Slot 2 Boosters. Under Character, your Hero and Villain character skins can be selected. Other Settings provides options to set the Co-op Difficulty preference when using Matchmaking and the character Taunt.

Boosters, Characters, and Taunts are all purchased in the Multiplayer Store and many are locked when you first jump online. In order to unlock these items you must fulfill their requirements, which can be found by selecting the item in question.

SETTING UP YOUR PROFILE

Boosters are critical in Multiplayer. The type of Boosters you purchase and use should reflect the type of play style you enjoy. There are a number of Boosters to choose from, all of which are purchased in the Multiplayer Store. Boosters don't work in Co-op.

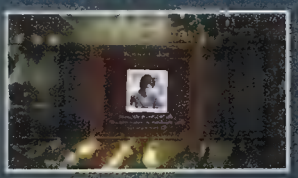
BOOSTER

Press the **R1** button to bring up the Multiplayer Store.Here you can purchase Character Skins, Boosters, Co-op Weapon Upgrades, and Taunts. The amount of items in each category is displayed on the right, with how many items purchased in that section to the left. The amount of money available to you in the stores is shown at the bottom - your wallet.

THE MULTIPLAYER STORE

In the Multiplayer Store, you can purchase Skins, Boosters, Co-op Weapon Upgrades, and Taunts. The amount of items in each category is displayed on the far right side of the menu. The amount you have already purchased is just to the left of that number.

There are a few things to look for once inside a selected category. Items that can be purchased are labeled with their price tag, while items you have already purchased are marked with a green check.



Locked items have an associated lock icon. Select the locked item to see what level must be reached in order to purchase the item.

DIFFERENCES FROM SINGLE-PLAYER

If you've become used to the single-player (SP) gameplay, there are some differences that you should know about before being surprised in a multiplayer (MP) match.

AMMUNITION

The amount of ammunition a player can carry in MP is reduced. The Multiplayer Store offers upgrades with which you can increase the clip size for each weapon in Co-op mode, and there are boosters to increase your ammo capacity in Versus modes.

RATE OF FIRE

The rate of fire for the weapons varies from the SP gameplay. An easy example is the vast difference between the rate of fire of the Dragon Sniper in SP versus MP: the Dragon Sniper is much faster in MP. Watch out for other subtle differences in the feel of your weapons in multiplayer.

REVIVAL

Probably the most obvious, and crucial, difference between SP and MP games is the ability to revive fallen teammates in Co-op games. When a player incurs enough damage to drop them in Co-op, you have a short window to revive your ally by running to them and pressing . However, if the injured player is not revived before the red timer bar disappears, they will die, but they will respawn after a short while. If your whole team dies, you will restart at the latest checkpoint up to four times.

THE MAPS

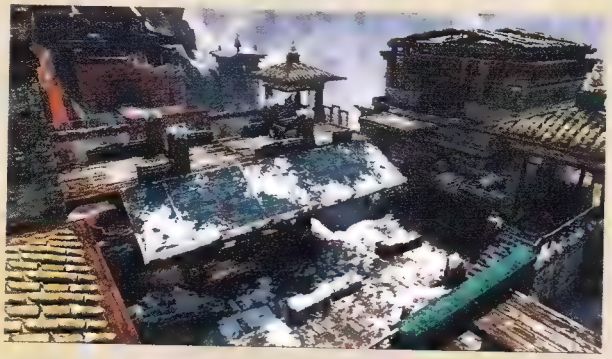
There are a total of seven maps available in multiplayer, all of which have been inspired by the diverse range of exotic locations from the single-player game. For each map, there are detailed descriptions of the highs and lows, plus tips for each game type. Study the advice given here to defeat all that stands in your way.

THE SANCTUARY

The Sanctuary is a rectangular map with buildings on all four sides. The two structures on either end of the central square have several accessible floors and a broken elevated walkway that nearly connects the buildings. The taller of the two structures contains the highest point within the central square. However, in many game types this is a well-traveled location, so players with plans to camp in here should reconsider that choice.

CENTRAL SQUARE

The central square is the hot spot of The Sanctuary. Players run across the area, chasing after targets and objectives, drawing attention and gunfire. When a battle becomes too heated, there are three quick escape routes. The red well and the blue well found on either side of the square, as well as the open pit located across from the wells, make for excellent escape routes. The shallow wells and waterfall pit lead to the large open area underground, which connects to nearly every area of the map. Use the underground routes to escape heavy fire and then resurface to approach the fight from another angle.



TOWERS

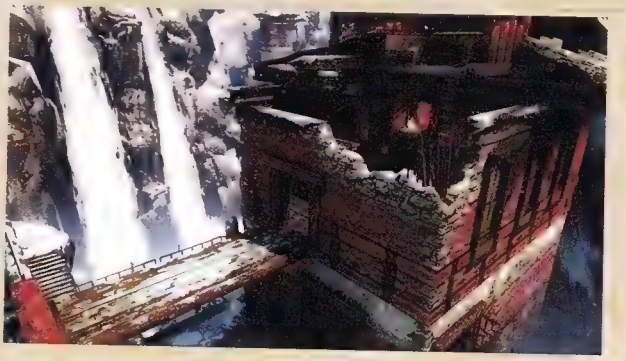
Two large towers are on either of the far ends of the map. The towers, red and blue, are identical. Extended ladders on the second floors lead to the towers' roofs. The entire map can be seen from these perches; they're the highest points on the map and provide some of the best locations for sniping.

HIGHER LEVELS

Finally, consider the many climbable areas in the map, including the sides of the taller building insider the inner square. Players who learn how to use the available climbing routes are sure to reach areas more quickly than those who stick to the stairs.

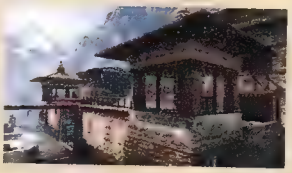
The central square is surrounded by a wall containing several blind turns. Use caution when approaching the corners and make the most of blindfire to target any enemy players around the bend.

It's also possible to hang from various sections of the wall. Players in the square often fail to look up at the stone blockades, focusing instead on the towers and ground floor. Hanging just out of sight and then launching an attack on an unsuspecting passerby is an effective way to remove an enemy player—until that tactic and/or location is overused.



ROOFTOPS

There are four yellow rooftops at the four corners of the main courtyard. Access them by climbing up to the tops of the two middle towers and then jumping across to the yellow rooftops. The positions offer close to zero cover, but are often overlooked by other players.

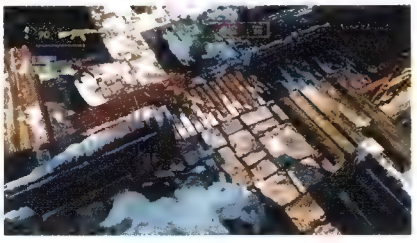


DEATHMATCH AND ELIMINATION

The multiple layers of The Sanctuary, in combination with the map's large open square, provide for heated combat, sniping, ambushes, and even accidental deaths as players miss jumps between levels.

SPOT, JUMP, MELEE

When you spot an incoming enemy player while stationed at one of The Sanctuary's higher positions, you may not always have a sniping weapon nearby to easily remove them. In these cases, move down while keeping an eye on the player and wait for them to pass close by. Once they are near, drop behind them and attack with a close-range weapon, or even a melee attack.



TURN THE TABLES

While being attacked in the inner square, jump underground using either the wells or the pit on the opposite side to ditch your assailant. While your attacker stops to figure out which way you went, quickly run to one of the wells and re-enter the square behind them. You know what they say about payback.

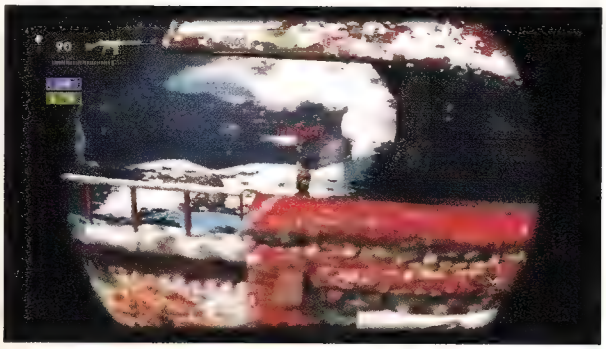
LIKE FISH IN A BARREL

Take up position at the middle entrance of the pit's three underground entries. The other two are used much more frequently and players often ignore the third option. Use it to your advantage and pick off the players moving over the pit and through the more active entrances.

COMMUNICATION TOWER

Don't just camp in the towers. Yes, they offer views of the rest of the map, but it is impossible to see enemy players at the base of the tower. It's easy for someone to sneak up on you. Work with one or two other teammates to lock down the tower. Station someone on each level in good, defensive positions. Have the first-level teammate eliminate enemies rushing from ground level and have the teammate positioned on the mid-level wipe out anyone prowling around. Enemies inside the square and across the map are prime targets for the top-level sniper.

Proper communication is essential. The two players in elevated positions need to warn the ground-level player of incoming threats. If that player is in turn overrun, warning the remaining players that enemies have infiltrated the tower may provide enough time for them to set up a defensive counterattack. However, an Elimination match requires a player about to be overrun to warn their team early.

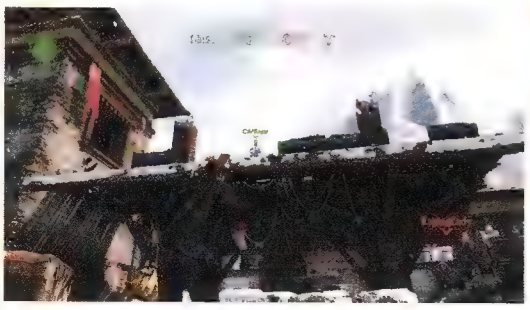


PLUNDER

Plunder sets all players up to move toward a single target. In the Sanctuary, the treasure and the chests are located on walkways, in high towers, and even underground. It's never a simple straight line to the goal. Accurate throws and coordinated teamwork are crucial, especially in this map.

CATCH AND RELEASE

Players with the treasure must often move through the inner square to quickly reach their chest. When in the square, throw the treasure onto the broken bridge moving out from the two buildings. Have a teammate stationed there to "catch" the treasure and, while you are sprinting across the square, toss it back as you near the exit. It is the fastest and safest way to cross the ever-deadly square.

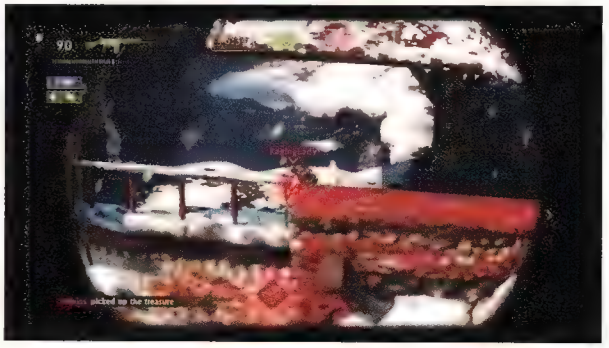


UNDERGROUND STALKER

It can be difficult protecting the teammate carrying the treasure when you are out in the open yourself. Follow the treasure-toting teammate via the underground. If/when they fall, launch a counterattack to reclaim the treasure.

SHARPSHOOTER

While a majority of the team is fighting for the treasure, have at least one teammate dedicated to sniping from either the blue or red towers. There's nothing like knowing a sharpshooter has your back as you scramble in the square.



TURF WAR

There are several specific points on the map everyone is gunning for. Sections two and three are the hot spots, but they aren't the only targets available. Use your team to the fullest and dominate the whole map, not just parts.

DEDICATION

It's no secret that positions two and three are the locations with the most fighting. Their extremely close proximity provides constant, vicious skirmishes for both targets. A majority of players are concentrated in the one small area. While the scramble for points two and three is underway, have at least one or two teammates dedicated to target one. It's often forgotten, but is actually one of the most defensible positions.

CLEANING HOUSE

With so many players at the position two underground, avoid the temptation to simply run into the fray. Instead, hang back in the dark underground corridors and toss a grenade into the target area. Follow up with sprays of gunfire. Warn teammates before the grenade is tossed; no one likes a player who racks up TKs (Team Kills).

KING OF THE HILL AND CHAIN REACTION

These two game types require more communication than any other. With targets all over the map, the entire party needs to be on the same page. From the highest points to the lowest quarters, learn the best strategic positions and spread out rather than bunching together in one zone. Locking down areas is a key to victory.

THE ROAD LESS TRAVELED

When moving into target positions on higher ground, look for the less obvious climbing routes rather than simply taking the stairs. You are often able to reach the destination more quickly and surprise those already at the mark. While hanging in sight of the target, go ahead and toss a grenade to clear out enemy players before claiming the mark for your team.

BRING IN THE SNIPERS

Conquering the Sanctuary is not solely about claiming the target positions, but also learning the importance of dominating the high ground. Players can easily spot multiple marked locations from the blue and red towers, as well as the larger tower inside the central square.

THE FOUR TOWERS

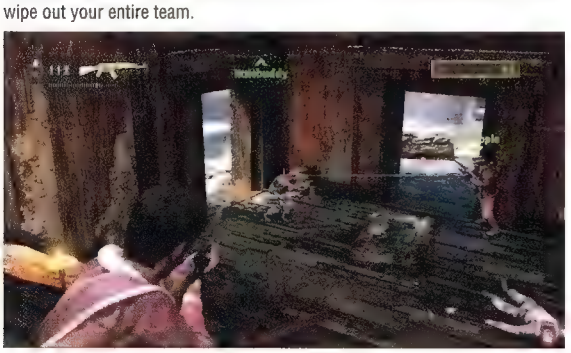
Target positions don't appear only in one section of the map. They're everywhere. Having players stationed at, or near, each of the four buildings guarantees that someone is always close to the next mark.

SURVIVAL

Survival is a game of few against many. Wave after wave of enemies storm the Sanctuary and it is up to your small squad to stop them. Enemies are particularly fond of entering from certain ends of the map, usually opposite of your team; keep this in mind when planning your next move.

TOWER OF OPERATIONS

The blue and red towers are by far the most secure locations on the map. There are only two entrances for each building, so securing the large areas is surprisingly easy. Do not huddle up on the first floor. A single grenade could wipe out your entire team.



PARTY ON THE SECOND FLOOR

The towers' second floor bridges are the best locations for targeting enemies, however there is zero cover. If you decide to take up this position, use the archway leading to the bridge for protection once your health starts to slip.

WE GO TOGETHER

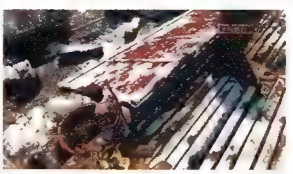
Whether your team takes the safer route and sticks to one of the towers, or risks running through the central square, remember to stick together. That is not to be read as shoulder-to-shoulder marching as you remove the approaching enemies. It means calling back a teammate who wanders out of your zone or gathering everyone together to move from your current position. However, the entire squad does not have to be on the same plane. For example, when crossing the square, have one teammate take the underground passageway, another on the ground floor, and a third hopping along higher platforms. You are able to cover more ground and protect one another easily, yet remain a unified squad.

GOLD RUSH

Treasure can spawn just about anywhere within the large array of structures, bridges, and underground tunnels. Simply reaching the objective is a difficult task in itself, let alone returning it to your chest. Throw in the hordes of approaching enemies and things really start to heat up.

GUARD DUTY

If the treasure appears on the bridge located in the central square, send at least one player to retrieve the item while the rest of the team remains at the ground floor entrance of the closest building. Use those defending players to hold off the enemies while the treasure is secured.



UNDERGROUND CONNECTION

If the treasure spawns underground, order one player to retrieve it while the remainder of the team moves near the open pit next to the waterfall. The underground player can then toss the treasure up to their teammates from the pit. However, don't accidentally throw it down into the unknown depths of the cavern.

THE ICE CAVE

The Ice Cave is a strip of stone walkways and structures in a snowy cavern. Although the area feels open with large statues and prayer wheels adorning the space, it is one of the smaller maps available in Multiplayer.

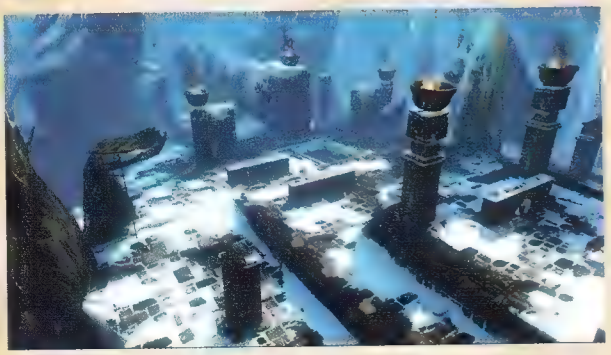
There are four key areas to consider: the main strip, the central underground, the outer stairs, and the ice ledges.

MAIN STRIP

This is the most-used area of Ice Cave. It is the ground-level path that goes from the lone building on one side of map to the snow cliff on the other. It contains fairly uneven stone flooring and is covered in short walls and pillars. There is also a large, broken wall running down the center of the main strip, splitting the area in two.

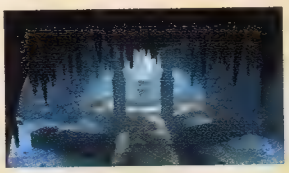
Two statues are next to the building at one end of the main strip, one on either side of the walkway. The figures' raised hands hold small platforms that are the highest locations in the map.

A snow-blanketed cliff is on the other end. It offers no cover, but does have direct access to the two small corridors above either side of the snow platform.



CENTRAL UNDERGROUND

The central underground runs directly underneath the main strip and extends out to the outer stairs and ice ledges. It is much brighter and more structured than many of the undergrounds in other maps. It is easy to navigate and nearly impossible to be turned around. That being said, it is also highly populated and often a hot spot.

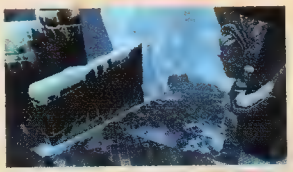


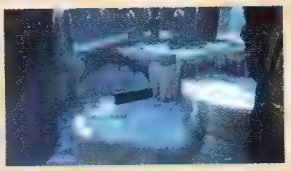
OUTER STAIRS

The outer stairs run nearly the full length of the map, and are open—for the most part. There is little protection as enemy players fire from the underground or main strip. However, there is a small shrine that can be used as cover at the stair's halfway point. Unfortunately, if an enemy closes on the shrine, it is all too easy to become trapped inside.

ICE LEDGES

The ice ledges are split into two separate areas by an enormous boulder. The ice ledges near the main strip's building are slightly wider than those near the snowy cliff. Regardless, both areas lead directly from the main strip to the central underground. They are more difficult to traverse than the outer stairs, which means fewer players climbing them.



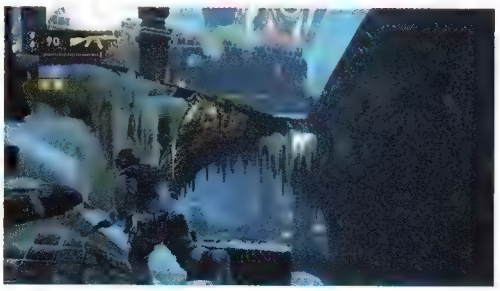


DEATHMATCH AND ELIMINATION

The Ice Cave can be a deceiving map. On the outside, it looks like nothing more than a long, snow-dusted platform, but there is more than meets the eye. Sniping posts, hidden coves, and misleading ledges all provide dangerous areas that can take players by surprise. The team that studies these areas and takes full advantage of them will have a significant edge and will likely be victorious.

AVOID THE RUSH

The main strip is fairly cluttered. There are rocks and short walls breaking up the area and then there are the players swarming around looking for kills. Avoid the chaos and stick to the outer stairs and ice ledges. You can still see a majority of the main strip from these positions and rack up the kills without placing yourself in the hot spot.

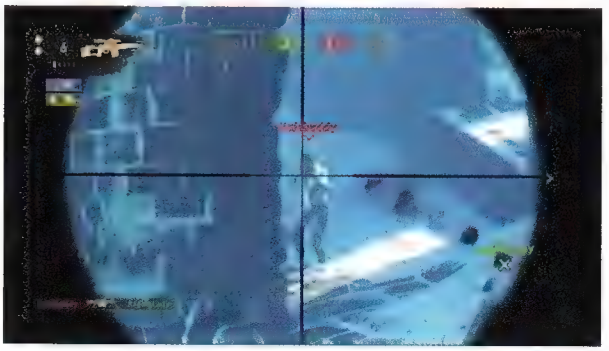


RUN AROUND

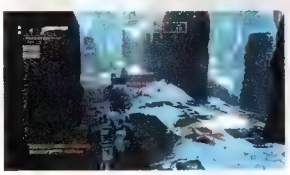
There are plenty of access points for the central underground: six, to be exact. When taking enemy fire, dive underground and then take the route leading to the position behind the assailant for a surprise attack.

WORTH THE RISK

Even though the sniping posts on top of the statues' hands are completely out in the open, they still work. By the time an enemy player spots you, you're already firing a headshot. Having a teammate on each of the statues is a guaranteed way to secure and hold that end of the map.



SETTING A TRAP



Since the Ice Cave is a small and narrow map, it is possible to herd enemy players into one general location. Split into two squads and work down the cave from both ends. This forces the other team to the center of the map, clustered together and ready to be mowed down, blasted away, or just plain popped.

PLUNDER

The treasure is near the center and each team is in position on either end of the map. As soon as players spawn, it's a straight dash to the marked target. Expect to run into enemy players frequently and for the treasure to switch hands often.

IT TAKES THREE

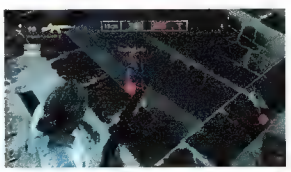
The routes from the treasure to the chest are fairly simple. Have two players use a catch-and-release method to quickly move the golden object down the map while at least one other teammate protects them. However, avoid bunching together as you move. A single, squad-killing grenade should not be an option you provide the enemy.

BEHIND ENEMY LINES

Each team has a spawn point located behind enemy lines, use these to position a player near the opposite team's chest. This player is your team's safety net, when all else fails they often save the day. Keep in mind, each chest is fairly close to a cliff edge. The player should toss the treasure over the cliff as a last resort, forcing it to respawn near the center of the map.

FIRE IN THE HOLE!

When the treasure appears in the central underground, players often try to move it onto the main strip via the two square entrances at either end. Once you spot the enemy treasure icon heading toward the entrance, drop a grenade in the hole to clear the area and snag the golden object for yourself. Warn any pursuing teammates *before* the grenade is thrown.

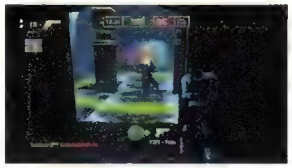


TURF WAR

There isn't much turf to cover in the Ice Cave; this translates into even fiercer skirmishes covering what little ground there is. Remember the focus of a Turf War and don't get caught up in a firefight when there are nearby zones waiting to be controlled.

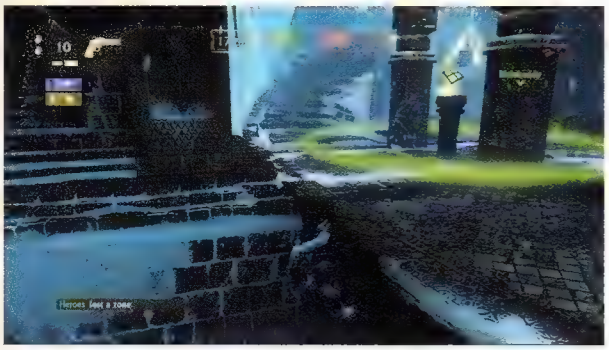
YES AND NO

The small shrine at the base of the stairs is a funny spot. It has the best views of zones one and three, but is a deathtrap if enemy players know you're hiding inside. So, do you use the shrine or not? Well, if you know no one is likely to spot you enter, then yes, use the shrine to conquer targets one and three. If you were spotted entering the small room, then no. It only takes one enemy grenade to blast anyone in the tiny building sky high.



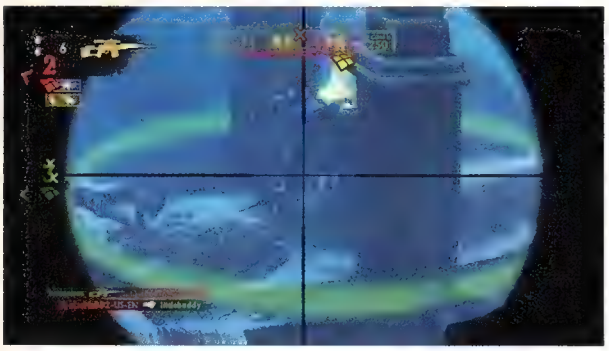
LIVING ON THE EDGE

There's more than one way to skin a cat, or so they say. Well, there is also more than one way to conquer zone one. Besides working with the small shrine, hang off the edge of the stairs, just out of sight, and then strike when enemy players swoop in on the target. Surprise can be a decisive factor as is the case in most combative situations.



STAIRWAY TO SNIPING HEAVEN

Cheesy tactic names aside, the outer stairs have great sniping positions. There are several locations that provide views of all three targeted marks. Pick off enemy players moving in on the zones while your teammates hold the targets. At the least, calling out which zones are going to be swarmed will help your team coordinate to repel the attacks and hold the areas.



KING OF THE HILL AND CHAIN REACTION

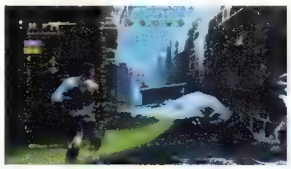
These two game types require highly mobile teams that utilize the Ice Cave's alternative routes and fire on the go rather than getting dragged into a drawn out battle away from target zones. Communicate. That word should be your mantra as you progress through the areas of the map. It may seem like you don't have to, since you see your teammates so often on the map. That is a false assumption. You'll be grateful when someone calls out the enemy player at your back.

CENTRAL DOMINATION

When working toward a marked target near the center of the main strip, use the large stone wall and other towering cover to fully protect your rear. Watch for snipers taking up positions on the statue platforms. These enemies should be taken out immediately.

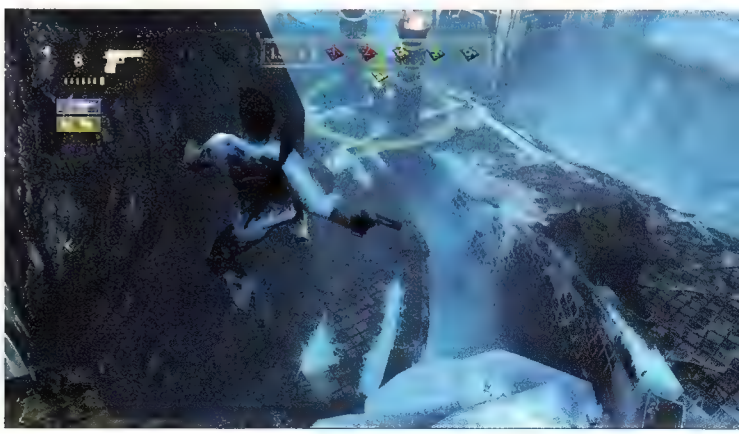
TAG TEAM, BACK AGAIN

It's all about working in complementary pairs on this map. This map is on the smaller side and this allows pairs of teammates to cover specific areas while being able to offer support to another pair if necessary. Each pair should be responsible for a certain area. The inclusion of more than two players per group risks a significant loss to the team with a single enemy grenade. Take up position along the outer stairs, ice ledges, and main strip to gain instant access to marked positions, regardless of where they appear.



HOP TO IT

Players who climb and leap from higher to lower levels reach the marked zones twice as fast as players who do not. When moving from one target to the next, don't be afraid to leap from the main strip to the base of the outer stairs or ice ledges. It places you out in the open momentarily, but all that matters is reaching the target quickly; it's alright if you take a few hits along the way.



THE LOST CITY

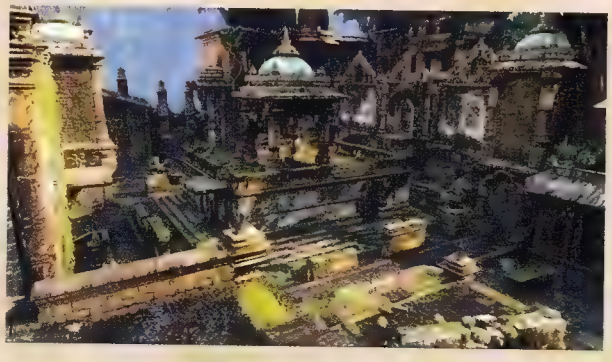
The Lost City is a large map with few buildings and wide open spaces above ground. However, cover is plentiful. The most unique features of the map are not necessarily its towering highpoints or deep caverns, although there are a great deal of those, they're the many small ledges, platforms, and walkways that layer the area.

The central square, sewer, waterfall grounds, and ruined buildings are the four key sections in The Lost City. Together they form a map open to quick changes and varied strategies which is excellent for larger parties.

CENTRAL SQUARE

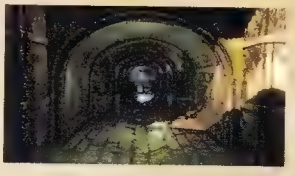
The shrine in the central section of the map provides solid cover considering its dangerous position, and grants quick access to the arched walls leading to either the waterfall grounds or ruined buildings.

There is plenty of high ground within the central square, but the best sniping locations are actually a bit lower. Layered platforms are at either end of the square; they're near the waterfall and the root-covered wall. A short wall on one of the platforms in each location provides excellent views, while also protecting the player from attacks on several fronts.



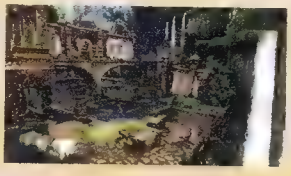
RUINED BUILDINGS

The ruined buildings are located opposite the waterfall grounds on the other side of the central square. This area is very similar to the waterfall ground and also contains pillars for cover, a sewer ditch, a nearly identical building, and climbable walls. Take full advantage of the similarities of the areas. Learn which paths players follow and anticipate their routes to cover your team while annihilating the enemy.



WATERFALL GROUNDS

The waterfall grounds are directly next to the central square and provide plenty of pillars for cover, breath-taking views of the rest of the city, one of the map's few buildings, and a climbable cliff. Unlike other maps, players are able to hang from the jagged edge of the waterfall grounds in addition to the building ledges. This allows for fantastic ambush opportunities. The climbable walls at each end of the waterfall grounds grant access to higher ground, and a sewer tunnel connects to the ditch running through area.



SEWER

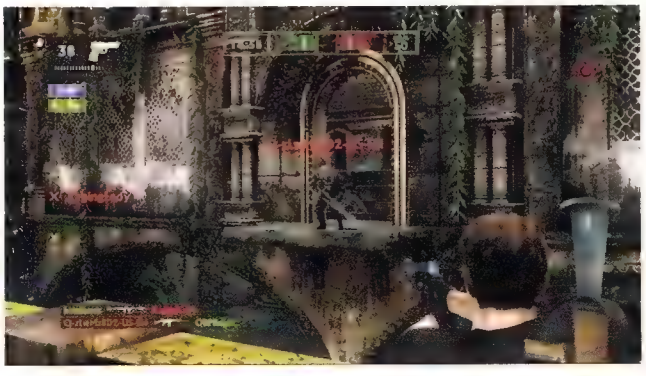
The sewer is a dank series of tunnels that run throughout the map. The wide corridors are fairly dark, but provide little cover aside from the small stone squares lining the walls. The sewer connects to all four sides of the map, providing the fast route through the Lost City. The key to success is being comfortable with all areas of this large map, rather than simply sticking to one zone. Don't be afraid to explore different sections in Machinima mode before tackling a competitive match.

DEATHMATCH AND ELIMINATION

The Lost City is big, so big that you can end up, well, lost. Talk with teammates to keep tabs on their locations and uncover parts of the map that you aren't familiar with. Memorize locations that provide great views of popular routes and find those out-of-the-way sniping points.

WORSHIP THE SHRINE

The center shrine is in the heart of the map's hot spot. Control of the shrine, in turn, provides control of the central square. From the structure's second floor, players can target the entire square and have the security of retreating to the well-covered first floor.



DOWN LOW

Use the low ground and ditches in the waterfall grounds and ruined zone. There are plenty of players climbing the walls on either end of these areas, racing toward higher ground. Players are left out in the open as they climb, although they certainly aren't defenseless. Pick them off as they transition from low to high ground.

MIRROR, MIRROR, ON THE GROUND

It is easy to lose players within the dark sewer. It's even more difficult to see what players are up to above ground. Use the reflective surface of the water leading out from the sewers to spot enemy players you might normally miss.

PLUNDER

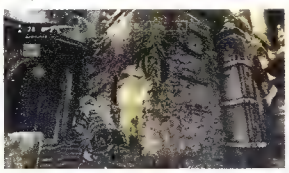
The Lost City's treasure isn't exactly easy to come by. Knowing the quickest routes to the marked object saves your team precious time and helps avoid unnecessary combat. The map's many layers ensure that the treasure has to be tossed often. Plan for the common routes used by the enemy team and cut them off to steal the treasure as soon as it lands on the next platform.

FAR AND WIDE

This map is much larger than many others and it takes some time to move travel from one side to the other. This may become a problem when rushing toward a treasure located across the map. That's where the sewer comes in. It doesn't connect to the center of the map, but it does take players to all four sides quickly. Use the tunnels to reach the marked object and surprise the enemies.

IN AND OUT

Team chests are inside the buildings on either end of the map. It can be a bit difficult maneuvering the treasure up to the second floor, where the chest is located. The easiest route is to toss it up from the first floor hallway where there is a hole in the ceiling leading directly to the chest. As one player is throwing the treasure up, have another climb to the second floor to receive the object and finish the delivery.



LAST PUSH

Don't panic if the enemy team has the treasure near their chest. There is still one more way to stop them. As the enemy players work at getting the golden object up to the second floor, bomb the area. Get as many players to toss as many grenades as possible and completely clear the zone. Snag the treasure as the dust settles and race toward your chest.

TURF WAR

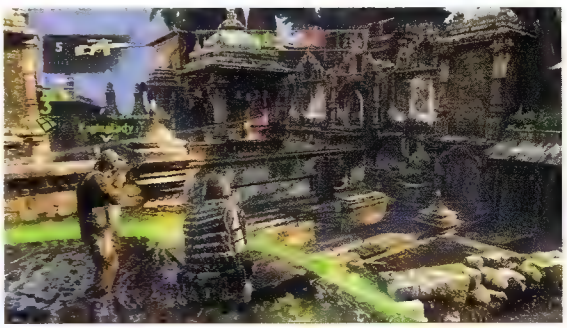
Unlike some maps, there aren't any target zones that are more popular than others. The marks don't link easily, so understanding the map is crucial for reaching each zone quickly. Be aware of teammates' positions and which targets they're currently attacking/holding and work together to dominate all the marked zones.

SHORTCUT

Zones two and three aren't necessarily close together, with one by the plateau near the waterfall and the other in the center of the sewer. However, there is a quick side route that links the two positions. Players can move from the sewers after securing the second target, pull out of the ditch, sprint to the wall of the plateau holding target three, and then climb up and onto that zone. A very similar route can be taken between the second and first marked areas.

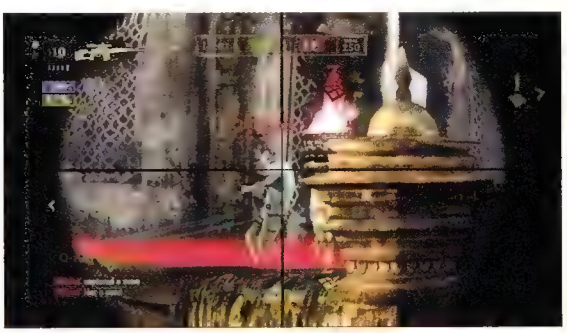
CROSSFIRE

The first and third targets are in view of one another. Once a team has one of these zones, they can send a player or two to retrieve the other while a teammate stays behind to snipe any threatening enemies.



SUPPORTING CAST

Position at least one player in the center shrine. It has perfect views of zones one and three, allowing them to target one and then the other by just turning around. The player won't get any of the capture points, but they are a vital part in assisting in and ensuring the team's victory.



KING OF THE HILL AND CHAIN REACTION

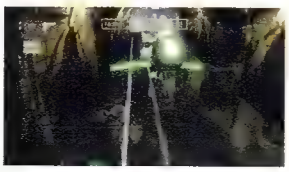
No matter how big the Lost City is, King of the Hill and Chain Reaction shrink it down as players stay focused on the small section of the map containing the next marked zone. Players overrun wide open areas and can easily forget the map's key points as they engage in fierce skirmishes around the target areas. Remember to use what is available near the zones in order to dominate the each mark.

ENVIRONMENT SAVVY

The Lost City has great diversity when it comes to types of environments. Use each area to the fullest when fighting for the target zones. When the marked area is near a sniping point, such as on the plateaus near the waterfall and ruined buildings, snipe to protect the space. When in narrow quarters, like the sewer, use key cover and close-range weapons to defend the mark with quick burst shots and blindfire. Don't leave anything to chance. Fight smart and fight to win.

BACK-TO-BACK

When the mark appears underground, only two players are necessary to hold the position. The zone is usually in the center of the sewers, with two directly connecting tunnels. Two tunnels plus two players equals a successful tactic.

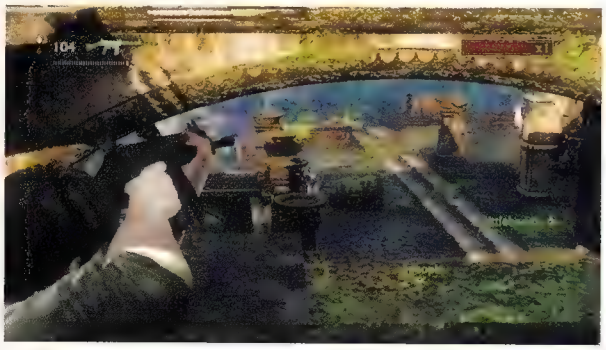


SURVIVAL

This map is filled to the brim with enemies and it's up to your small team of three to survive the onslaught. Don't wander around the large map aimlessly; there's plenty of ground to cover, but that doesn't mean you have to fight over every inch of it. Stay focused and position your team within well-fortified structures that are easily defensible.

CENTRAL DOMINATION

The center shrine is one of the best places to set up as a base for early rounds. The second floor grants perfect views of the surrounding square and allows players to pick off enemies coming in from any direction. Have a teammate stick to the first floor to prevent any rushing soldiers from reaching the sniping players. Once your team enters later rounds, the enemies rushing into the square are more difficult to defend against. It's better at that point to leave the shrine and move to one of the more easily defended buildings in the far corners of the Lost City.



UNITED WE STAND

Enemies are fairly spread out during the first few rounds and it is possible to defeat them without staying together as a team. That changes around Round 5. Stick together to protect one another's backs and assist injured or trapped teammates.

DIVERSITY

There are all types of enemies on the field. Close-range, long-range, mid-range—every style of combat available is represented. It's difficult to tackle the variety of soldiers when your team isn't as equally diversified. Communicated with teammates to ensure you have all ranges of combat covered.

GOLD RUSH

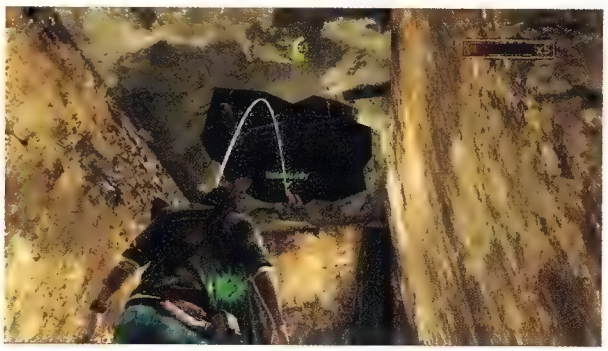
The treasure is yours for the taking—if your team can reach it, that is. Once you do have it, there is the trek back to the chest, a difficult task made even more challenging by the waves of soldiers firing round after round into your team. Use the climbing and underground features of the map to your advantage and obliterate the enemies and capture the treasures.

EVERYBODY MOVE!!

After grabbing the treasure, have the teammate with the golden object take to the sewers and travel underground. It's much less crowded and free of pesky snipers. While they are off and running, have the other two teammates work on clearing the ground level where the treasure-toting teammate is going to surface. Once everyone is aboveground, continue moving out toward the chest with one player focused on moving the treasure and the other two securing the route.

REMEMBERING IN AND OUT

Remember the tactic "In And Out" used in Plunder? Well it works in Gold Rush too. Whenever your chest is located in the second floor of either of the outer edge buildings, have the player with the treasure toss it up to the second floor via the hole in the first-floor ceiling. Meanwhile, have a teammate climb up to the second floor and deliver and secure the treasure. Protect the thrower! They are vulnerable to fire from incoming soldiers while making the toss.



THE TRAIN WRECK

Although the Train Wreck is fairly small, the distances between each of the wrecked cars makes the area seem much wider than it actually is. There are neither extremely high positions nor any low points for the Train Wreck, making it one of the flatter maps.

The area is comprised of nine cars in various states of damage, six of which that can be entered. There is also an elevated path on the side of the wreck that runs along the entire length of the map. The view of the wreckage from the elevated path is frequently blocked by large boulders and jagged rocks, generally cutting off players who run down the path from the rest of the map. However, it does connect to the most noticeable section of the Train Wreck, the three car pileup.

COVER

The amount of cover available throughout the map is impressive. Metal storage boxes, air vents, and cargo units litter the ground, providing protection every few steps. In addition, the strong wind that blows through the snow-covered area creates a constant mist of flurries. Regardless of a player's position, it is always difficult to see medium to long distances through the snow. This, of course, allows for frequent ambushes and stealth attacks.

PILEUP

The pileup located near the center of the snowy plateau provides the highest vantage point of the wreckage and is the best sniping location for targeting both sides of the map. The lower cars face out toward opposite ends of the Train Wreck, so players inside one car cannot attack the players inside the other.

DEATHMATCH AND ELIMINATION

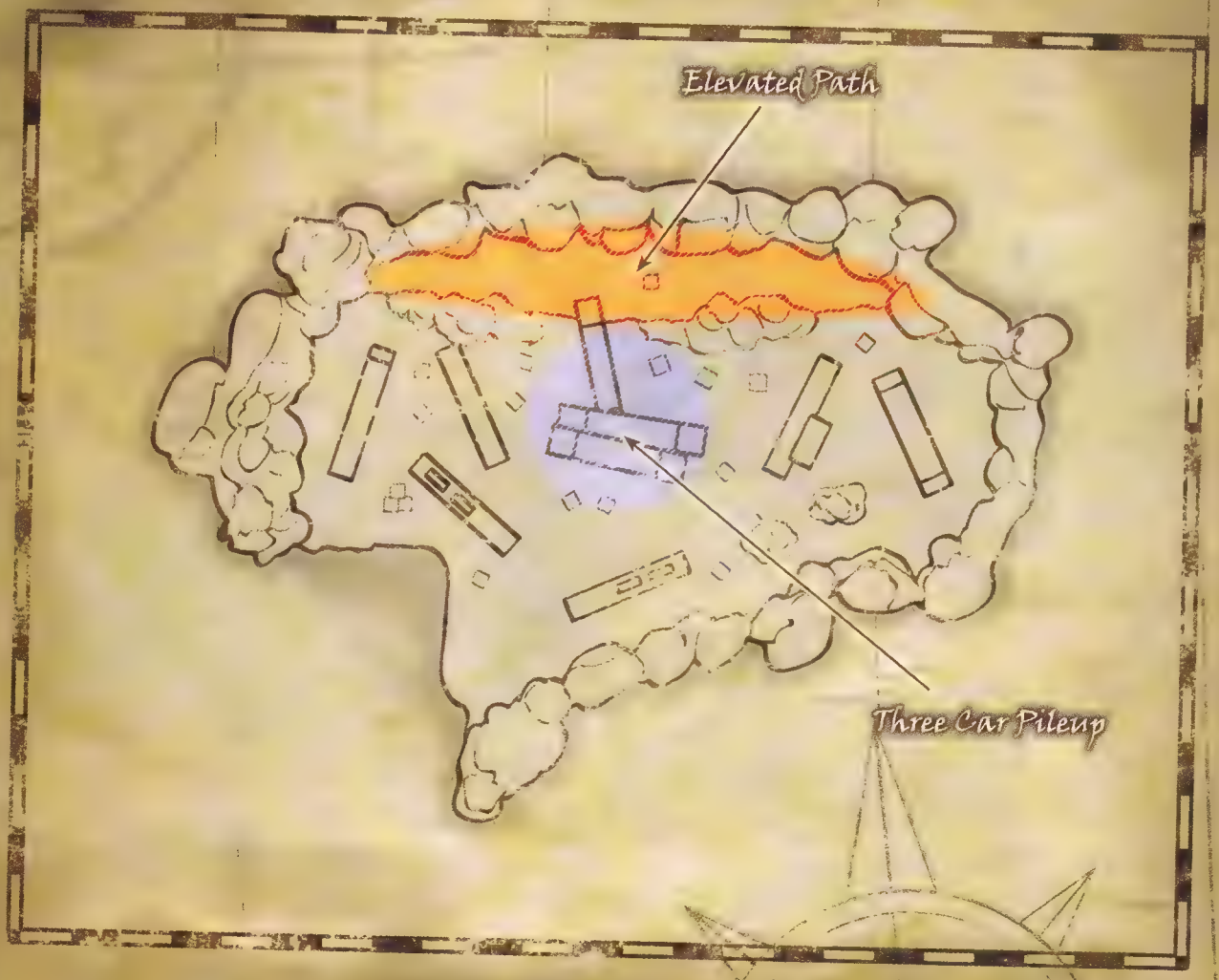
The Train Wreck forces players to stay on their toes. Limited visibility due to snow and excessive cover means that you could easily miss the player right next to you. Expect lots of the unexpected.

A BREATH OF FRESH AIR

The air vents on top of the trains provide decent cover with views of the surrounding area. They are easy to navigate around and over, which helps immensely when making quick escapes from unseen enemies.

HIDE AND SEEK

The insides of train cars are excellent spots to launch stealth attacks. Players only really go inside the cars for cover, not many are just running through. This is especially true for the cars on the outer edges of the map. Use this to your advantage and stake out one of the cars. Jump out and attack whenever an unsuspecting player runs by. Alternatively, camp out nearby and keep your eye on the entrance to the train cars and pick off anyone planning their own ambush.



PLUNDER

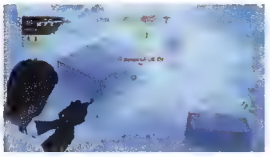
The map may be small, but it can still be difficult moving the treasure from one end to the other. Train cars, metal storage boxes, crates of all sizes, and even a tank can block your throws. Finding the carrying method that's right for your team is crucial.

BRICK SHOT

All the obstacles on the ground make the task of moving the treasure strenuous, and even tedious, at times. If you don't have a player on your team that is experienced at throwing the treasure around the map, you might want to take a different route to your team's chest. Try traveling via the elevated side path. It is generally blocked off from the rest of the map and is narrow enough that only a few teammates are required to secure the route.

SNIPING FROM THE TRAIN

Set up a sniper inside the top car of the three-car pileup. This location gives perfect views of the tank side of the map and allows for sniping in nearly every direction. The sniping player is then able to back up the teammates running with the treasure on the ground.



HIDDEN IN THE SNOW

If your team does decide to move the treasure through the wreckage, navigate the area dense with metal storage boxes and crates. Teammates can hide among the cover, securing the zone as the player with the golden object runs by to the chest. Teammates are nearly impossible to see through the snow and cover. This works especially well for the Villains, with their dark clothing blending right into the crates.

TURF WAR

There aren't many varying levels to separate the marked zones, but that doesn't mean they are easy to reach. The Train Wreck's twisted-metal landscape makes navigation anything but easy. Learn the best positions to take the zones from afar, rather than working through the train carnage to reach each point.

GUARDIAN ANGEL

Even though there is a train car running directly over target two, you must be on the ground in order to capture it. However, that shouldn't stop your team from having a teammate stationed in the train overhead. This is a great position to protect the zone. Dropping a grenade from the car into the marked location is an easy way to clear the area.

FIGHTING DIRTY

The first marked zone is on the side of a cliff with ledge that can't be scaled. All it takes is one push to send someone flying off the side. Use explosives to force movement in the area and then move in and start firing. The scattering enemies may accidentally roll off the cliff by themselves. Those that don't can be assaulted with melee attacks or shot into submission.

TRAIN CAR VIEW

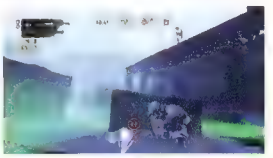
There's no easy way to move between points one and two, but players at the first marked zone can easily attack or help protect position two by moving up on top of the nearby train car. It gives perfect views of both zones.

KING OF THE HILL AND CHAIN REACTION

Like Plunder, players in these two game types are going to have a difficult time moving around the map. Covering as much ground as possible by spreading out is going to be an effective tactic. Let each other know who is going where and set yourselves up for victory.

PROTECT YOURSELF

There are plenty of sniping positions, but there is also plenty of cover. You can usually protect yourself from sniper fire while guarding a marked point as long as you know where the enemy fire is coming from. Once you figure this out, take cover accordingly.



MATCHING SNIPERS

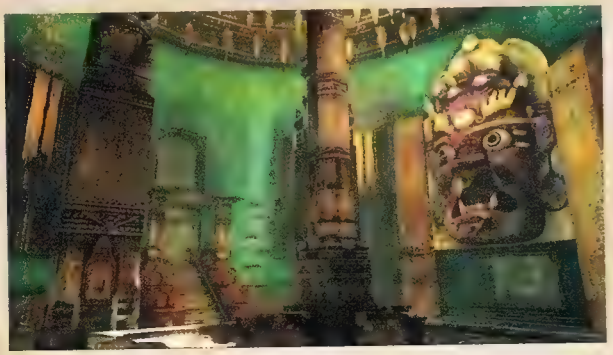
The enemy team is sure to have people set up on the tops of train cars working on targeting your teammates in the field. Set up your own set of long-range players to counter their efforts. If you only have one teammate sniping, then have them in the top car of the three car pileup. It has direct access to several marked zones.

THE TEMPLE

The Temple is the only indoor map. The area is made of a collection of open chambers, small rooms, and confining hallways. There is no underground and very few elevated areas. Yet, it is these limitations that lead to creative gameplay and interesting situations not found in other maps. There are two types of zones in the Temple: the central chambers and the outer hallways and rooms.

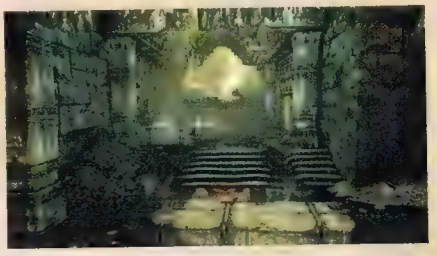
CENTRAL CHAMBERS

These connecting spaces contain high ceilings and little cover. Both chambers have a small connecting room and share an elevated sniping position. This platform is only accessible via climbing and once there, there is no cover except for a strip of railing on the side facing the red chamber. The red chamber has an additional sniping position at the top of the stairs leading into the small connecting room. Keep in mind, these spots are well know and used. Camping is not advised.



OUTER HALLWAYS AND ROOMS

Both of the hallway/room combinations are narrow enclosures that force players into gunfights. As with the central chambers, there is little cover in the hallways and practically none in the small rooms. Expect to run-and-gun often and melee frequently.



DEATHMATCH AND ELIMINATION

Stealth attacks and group assaults are particularly difficult on this map. There is little cover to hide your presence and the spaces are too small for your team to gather together for unified attacks. Stick to working as a team of individuals aiming for the same goal rather than a grouped fighting force.

GOING FOR GOLD

Nearly everyone is heading for the central chambers. These are the hot spots of the map, and the golden location in this area is the sniping point linking the chambers together. Lots of players are going to be keeping an eye on that location, which makes it difficult to sneak up to the platform. Players are completely out in the open when climbing up to the coveted locale; have a teammate protect them while they are on the move.

THE FORGOTTEN

With everyone in the central chambers, the rooms on the outer edges of The Temple are often ignored. Have at least one teammate in a forgotten side room, ready to pick off any enemies running down the connecting hall.

PLUNDER

There are very few obstacles in the Temple, much unlike the Train Wreck. However, moving the treasure around can still be quite the task when the carrier can be picked off from nearly any vantage point. In order to win, your team needs to learn how to keep the treasure moving when enemy snipers rear their ugly heads.

FORMING A CHAIN

There isn't much distance to cover with the treasure, but it's still a dangerous journey. Lighten the load by sharing the responsibility. Have teammates set up at the doorways of each area you must pass through to reach the team chest. Then, it is just like passing the bucket of water toward the fire. Toss the golden object from one teammate to another until it reaches the goal.

Blue Central Chamber and Attachted Room
Outer Hallways and Rooms
Red Central Chamber and Attachted Room
Outer Hallways and Rooms

THE NAME OF THE GAME

Sniping is a very useful tactic in this map. It's an easy and effective way to stop enemies carrying the treasure. There are *very* few sniping posts and the enemy team is aiming for them too.

QUICK TURNAROUND

Station a teammate near the enemy chest. Once the treasure is taken, there isn't much time to get it back. Having someone already in the enemy's camp ensures that there's still a chance to steal the golden object back!

TURF WAR

The zones are scattered across the central chambers, drawing everyone to the middle of the map. With such little cover around each point, it's going to be a mad dash for the targets and a higher body count than usual.

I SEE YOU

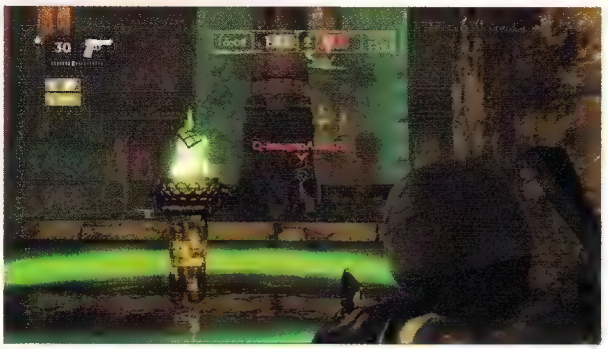
The second marked zone has a great view of position one and a somewhat limited view of zone three. It is the spot to conquer, so put everything you have into laying claim to this elevated position.

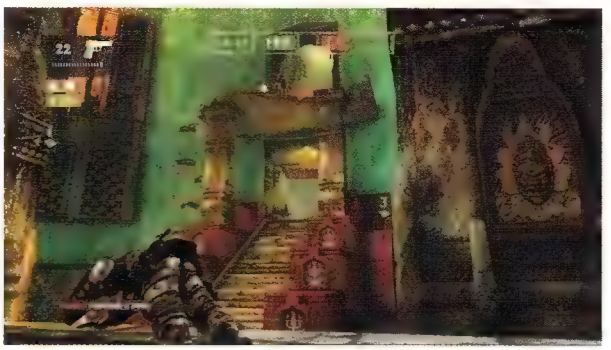
CUTTING YOUR LOSSES

If working the whole map is spreading your team too thin, focus only on dominating the blue central chamber. It is much easier to remain at zones one and two, which players can protect together, rather than splitting up your forces across all three positions.

KEEP ROLLING, ROLLING, ROLLING

Dodge roll is your best friend when crossing the open spaces on the way to points one and three. Evasive maneuvering is the only line of defense you have when facing off against enemy snipers in the open chambers.





KING OF THE HILL AND CHAIN REACTION

There aren't really any hills, so a majority of the marks for King of the Hill and Chain Reaction are spread out on the ground floor. Moving from room to room is time consuming, and time equals points in these games. When your team obtains a target, hold it!

ROOMIES

Each room is very isolated, making it extremely difficult to move from one target to the next. To avoid clashing with your teammates, split up into pairs and have each group take a room. That way there is less traveling for the team as a whole.

WHO HAS THE BIGGER GUN

Showdowns between players fighting for the marked zones are common occurrences. In the end, the winner is often the player with the bigger gun. Be aware of where those weapons are located and make use of them. After all, who brings a pistol to a shotgun fight?

THE VILLAGE

The Village is split down the center by two main roads, which converge at either end of the map. Dilapidated buildings line the streets, providing multi-story cover and a multitude of sniping positions. The higher positions are accessible via the ladders found outside sheds and homes.

BUILDINGS

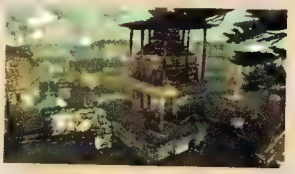
The buildings are all within a relatively close distance to one another, allowing players to move freely between them. It is always important to pay attention to your surroundings, as the many crooks and coves within the houses are breeding grounds for stealth players. When passing through one house to another, keep your eyes peeled and your close-range weapon ready.

WALLS AND PILLARS

Beyond the buildings, the main cover provided on the map is short stone walls and pillars. These are not the most protective forms of cover. The short walls do little against elevated snipers and the pillars do not allow for much movement. However, they do get the job done in a pinch.

SHRINE

The large shrine is roughly the center of the map and the hot spot of The Village. The buildings that surround the shine are obvious locations for players to camp and pick off others running through the area. There are four such positions, and securing all of these key sniping points is no easy task.



THE TANK

There is one mobile threat that enters the fight periodically. Once in awhile an enemy tank rolls through the streets, shooting at anyone and anything in its line of sight. There is no discrimination; the tank targets everyone equally. It does not remain on the map long, just enough to cause a chaotic disturbance and then leave.

DEATHMATCH AND ELIMINATION

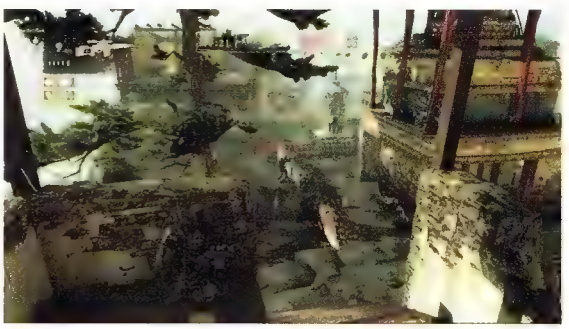
The Village is a diverse map, filled with sniping, stealth kills, shotgun blasts, and even ladder melee fights. Your team has to be ready for anything. Prepare by ensuring that your current weaponry matches the area of the map you are in.

LADDER PROBLEMS

There are plenty of ladders leading to higher vantage points. It seems like such a convenient way to climb, but you are usually wide open when moving up the rungs. Have a buddy watching your back as you ascend up to higher ground.

CAMPERS GALORE

Expect campers; there are so many sniping nooks and hidden interiors. Use the many houses to your advantage and find a good location to launch stealth attacks and fire long-range weapons. Many buildings have both interior rooms and rooftop access. Find the spot that works for you and stay there.



RUNNING THROUGH THE STREETS

The back sections of the map are cramped and usually out of sniping range. That means it's all about close-quarter fighting. Grab a powerful short-range weapon before heading into these zones.

PLUNDER

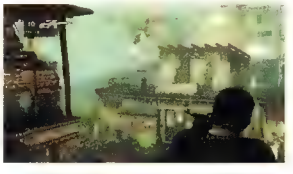
The marked chests are on either end of this long map. Traveling from the treasure to the goal takes some time and the section of the journey by the shrine is always the most difficult part. Protecting your carrier is the most important task for your team. Don't get caught up in any unnecessary shootouts.

TALK IT OUT

There are two main paths running down The Village. Deciding on the one with fewer enemies is always a smart move, but how do you know just where the enemy players are located? That's where a sniper comes in. Have two players set up along the length of the map acting as lookouts. They are able to tell the carrying team which path is the best to take and what to expect en route.

COUNTER MANEUVER

To counter the lookouts along the rooftops, position some of your teammates inside the building along the paths. They can remain hidden until the enemy strolls by and then spring out for the ambush. They won't know what hit them!



JUST GO!

In the end, what matters in how many times your team secures the treasure. It can be cruel, but sometimes the carrier has to abandon their teammates and rush ahead to the goal even as their comrades drop around them. Stay focused and don't stop!

TURF WAR

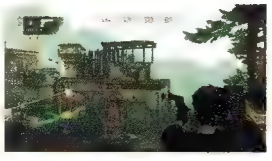
The marked zones are spread out across the entire length of The Village. It's a fairly straight run from one location to the next, but snipers and enemies hidden among the houses make the journey difficult.

LARGE AND SMALL

Split the team into two groups and have the larger party focus on zones one and two. These locations are in view of one another and the fighting for the two zones is often linked. The smaller party should set out for point three. It's completely isolated, so not as many players are going to be attempting to capture it. It should only take one or two players to hold the third position.

SNEAKING SNIPERS

Zone two is located in a sniping position next to the large shrine. This is great for protecting against threatening ground players, but keep in mind that there are plenty of other sniping positions around the shrine that can target you just as easily as you can target them.



KING OF THE HILL AND CHAIN REACTION

Dominating this vast map requires knowledge of all the ins and outs. Be sure your team knows the best sniping points and quickest routes between the streets before entering these game types. More experienced players should share those locations with newer teammates. It's the team that knows the map that is sure to be the victor.

TWO PATHS

Separate to cover both of the main paths. Marked zones are usually along both sides and moving between the two can be a hassle. For Chain Reaction, the majority of the targeted positions are along one street, so assign the larger party to the more-traveled path.

GRENADE!

Target zones in the cramped back ends of the Village are susceptible to explosions. Players guarding the area have a difficult time making their escape with the way the location is laid out. Always have a grenade or two ready as you move in to conquer these areas.

SURVIVAL

The Village provides a thrilling endurance challenge. Getting through this game type isn't a walk in the park; it takes practiced teamwork, a balanced team, and communication. Complete it with two players and you officially earn bragging rights.

LITTLE HELP FROM MY FRIENDS

Refrain from playing this game type with less than three members unless you are looking for a difficult challenge. It is far too large for a standard team of two to cover and players are quickly overwhelmed. With three members, your team can establish a base within one of the many buildings. Buildings with flat rooftop access are the best. Have one player stationed on an upper level ready to snipe, another player on the ground for close-range combat, and a third acting as mid-range support.

GOING DOWN

The Pistole is a perfect side arm companion for close-range combat. It works particularly well when removing pesky enemies from the Village's many ladders and ledges.

THREE'S COMPANY

The Village is a large map, no secret there. Splitting up and spreading out across the vast area isn't a good idea. It only makes it easier for the swarm of soldiers to devour each player. Stay together and watch out for one another. The more collected you are the easier it is to give support.

GOLD RUSH

It is a long way from the treasure to the chest and it is going to take all three players working as a unified team to complete each round. It's all about speed on this map, get to the chest as fast as possible and save the fighting for another game type. Snipers are common on this map, and it can be difficult to spot laser sights when frantically working through the open spaces. Be sure to let your teammate know when a laser is glowing on the back of their head.

CLUSTER

It's generally a straight run from the treasure to the chest. But that doesn't mean it is simple. In fact, it is even more difficult since there is little to break up the enemies. Instead, they are together on one plane and one path. The best thing is to keep moving and refrain from unnecessary fighting. Players may be tempted to just toss the treasure ahead and stay behind to clear the area which is often an impossible task—literally. Remember the goal of this game type and keep moving forward at all costs!

ONE FOR ME, ONE FOR YOU

All players fighting on the ground should carry a close-range weapon; this includes the treasure carriers. The amount of enemies on the ground is staggering and powerful one-hit kills are more important than ever. Just make sure the player with the treasure is carrying the Pistole so they can use it while holding the golden object.

THE PRICE OF SNIPING

If your team can afford it, have one player set up as a sniper, working to protect the treasure runners from afar. In order to pull this off the sniper must be skilled at quickly switching between sniping soldiers on the field and blasting enemies rushing their camping position. If they can pull this off it is a great asset to the mission, especially in later rounds.

There is more to the Plaza than meets the eye. What looks like a simple square containing three buildings lined up in a row is really a multi-leveled courtyard surrounded by climbable signs, sniping balconies, and secluded structures.

CENTRAL BUILDINGS

The central buildings are important features of the Plaza and are usually where the majority of the map's combat takes place. The cover provided outside the two buildings on either side of the shrine faces toward the middle, directing combat toward the golden structure.

SHRINE

The shrine itself is a difficult position to hold. There is little cover inside the building and wide open archways allow easy access for both friends and foes alike. There is a small platform at the back of the shrine that can be used to target players inside and outside the building, but actually fighting in the structure is more of a hassle than it's worth.

PERIMETER BUILDINGS

The buildings lining the edges of the map all provide elevated lookout points, perfect for sniping. There are so many positions that it can be difficult to track enemy snipers that remain behind cover. Reaching the upper levels of the buildings facing the front of the shrine requires climbing up the walls and street signs, which leaves the player completely out in the open and vulnerable to enemy attacks.

END BUILDINGS

The two buildings on either end of the map are the most secure locations in the Plaza. There are two or three structures in the map that have indoor access to higher ground.

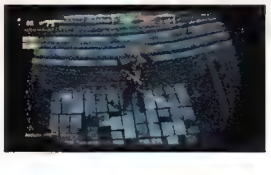
There is an outside attacker that flies over the field. Like the tank from the Village, the Plaza's helicopter fires at anything in its path. Your team affiliation is of no importance to the bloodthirsty helicopter gunner. If you are in their line of fire, you are a target to be eliminated.

DEATHMATCH AND ELIMINATION

The three buildings in the center of the Plaza are the obvious hot spots for the map, but they are by no means the only combat zones. Prepare your team to make use of the entire map, including the excellent sniping positions along the outer buildings.

FROM THE SHRINE

The sniping point at the rear of the shine is one of the only decent views of the hotel side of the map. Having someone stationed in this position is a guaranteed way to secure that section of the Plaza.

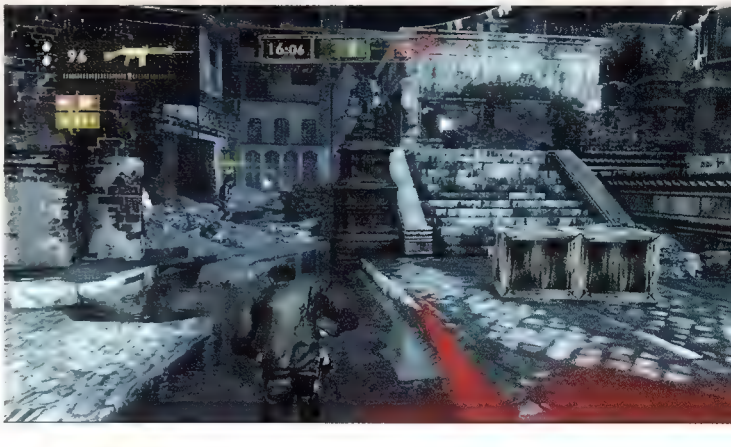


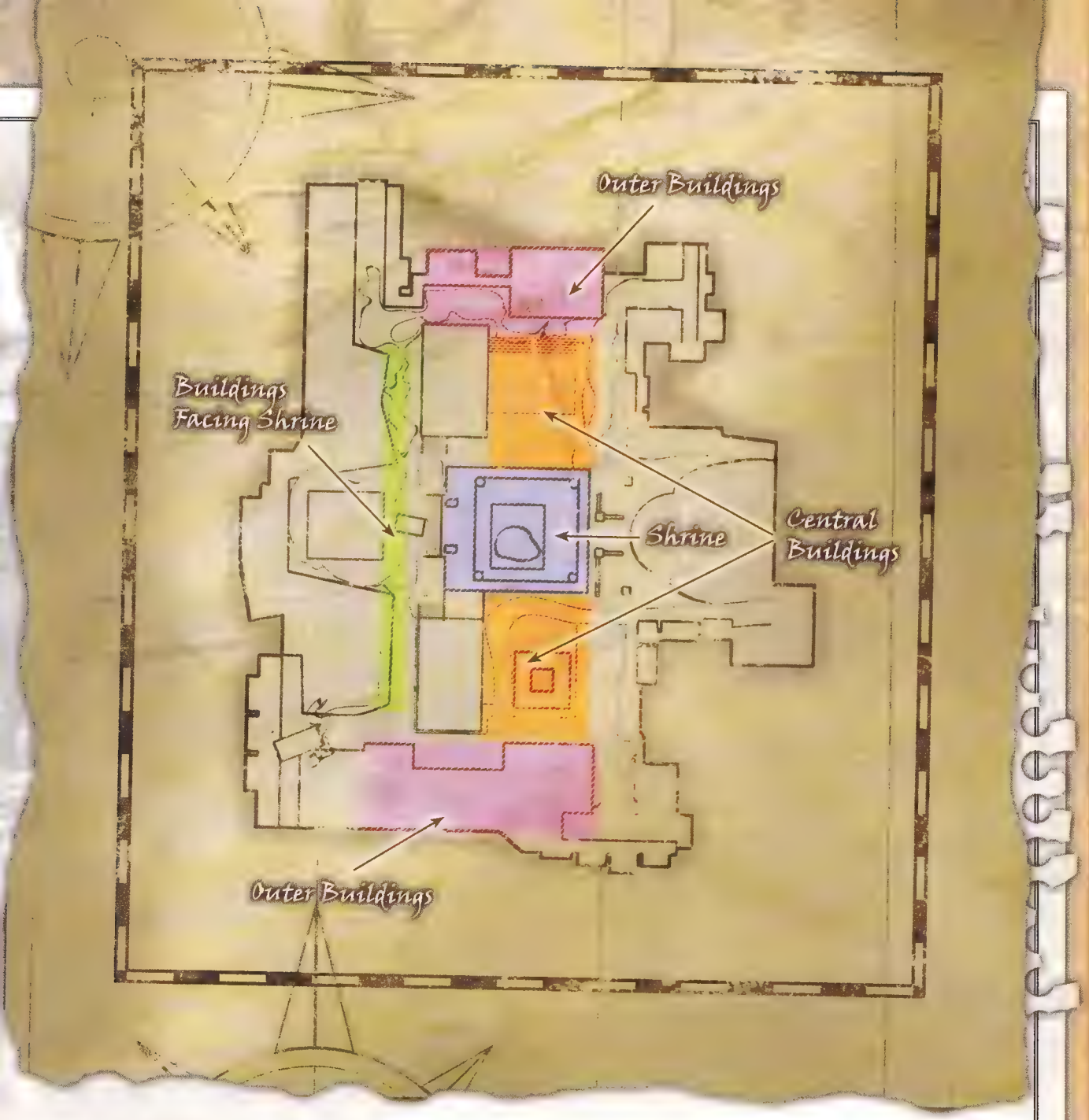
INSIDE JOB

When taking up position inside either of the war torn buildings at the end of the map, try to stay on the second floor. It is much easier to shoot and lob grenades down than it is to shoot and lob grenades up. If you have a teammate with you, one of you can take up the second floor while the other covers the ground. Just be aware of any enemies entering the second floor via the outside climbing route. There is the danger of them sneaking up for a stealth kill.

NOT A WAY TO GO

Watch out for the helicopter flying overhead. If a teammate is killed by it, it doesn't count as a point for the opposite team, but it is still a player down. Avoid the path in front of the shrine when the helicopter makes its appearance. The bulk of its fire rains down on that strip of the map.



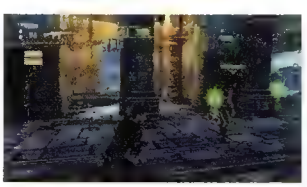


PLUNDER

There are several routes that crisscross The Plaza. Settle which path works best for your team early and if the set plan doesn't work, don't be afraid to try another route. Just be wary of the helicopter flying overhead and adjust your travel plans accordingly.

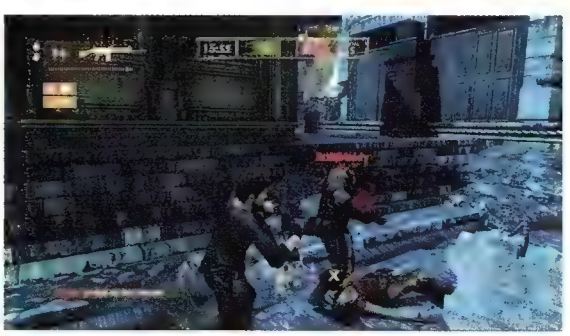
BACK ROAD

The path that runs behind the shrine is much less traveled than the path that is in front of the shrine since there are fewer vantage points. Use this to your team's advantage and travel via the back road when moving with the treasure.



AROUND THE SIDE

The teams' chests are stationed on the side of the multi-story buildings on either end of the map. Set up a small team inside the building to protect the zone and clear the area for teammates entering with the treasure. If the enemy does manage to steal the treasure away near your chest, the players inside the building can also act as a quick rescue team, re-securing the gold object.

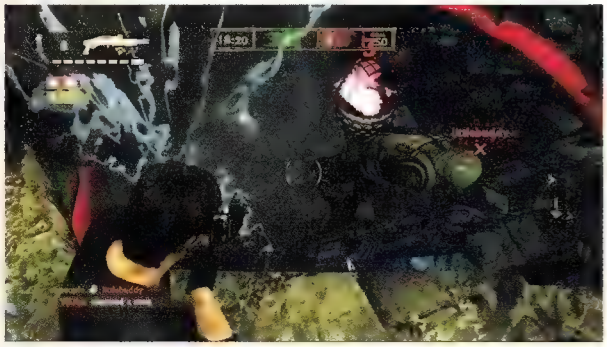


TURF WAR

The marked zones in the Plaza are located across the map, cutting across the area in a diagonal. Be very wary of point three; it is in the pit located inside the shrine and is likely to change hands continuously throughout the match.

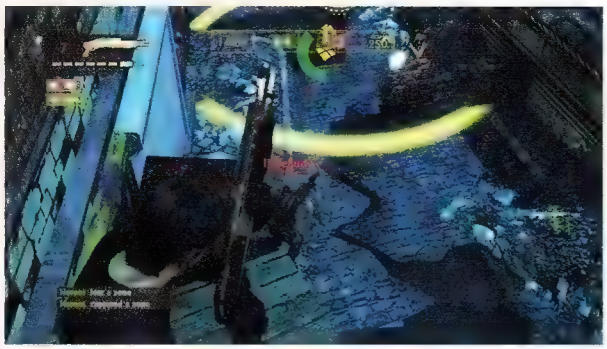
SETTING UP A PIT FAIL

Position three is very easy to take and very easy to lose. All it takes is one grenade to completely clear the zone. Remember that you don't need to always be inside the zone in order keep it in your possession. Leave the pit where the marked area is located and move up to the sniping point inside the shrine. Wait for an enemy to wander in and attempt to capture the target then pick him off. This avoids any confrontation while inside the impossible to navigate pit and keeps the zone in your team's possession.



TAKE IT INSIDE

Instead of watching over points one and two from out in the open, head into the nearby buildings with a teammate and set up a defense center there. One player can focus on removing close by enemies from the ground floor and the other can move up to the second floor to pick off enemies approaching from the distance.



KING OF THE HILL AND CHAIN REACTION

There's more to the Plaza than the three central buildings. There is a whole network of buildings along the edge opposite Hotel Shangri-La that has navigable balconies and interiors. The war torn buildings on either end of the map are excellent sniping positions and the narrow paths on the outer sides of the map force players into fast close range combat. The market targets for King of the Hill and Chain Reaction are spread out across each of these sections.

LEARNING TO CLIMB

Targets are often located inside buildings and on upper levels. Knowing how to quickly climb up to the marked target is rather important when securing the position before the enemy. When targets appear on the second floor of the open buildings on either end of the map, use the handholds on the outside of the structure to reach the target instead climbing up from inside. It's much faster to take the outside route.

TRIP TO THE LAUNDROMAT

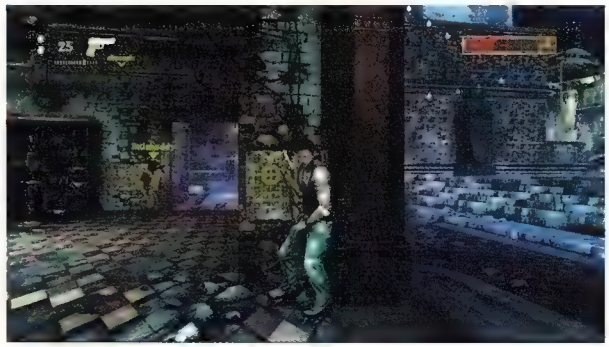
Instead of climbing up the signs and light posts in order to reach the elevated areas along the outer buildings, head for the Laundromat and climb to the second floor. From there you are able to easily move around the positions along the balconies and ledges of the neighboring walls. It's a much more protected route than the streetlights.

SURVIVAL

The Plaza is a fairly centralized map. It's hard to ignore the three buildings in the middle of the area, but if players want to survive against the horde of soldiers, they must. These structures have too many access points for enemies. Find the more hidden areas of the map and use these nooks and crannies to your advantage.

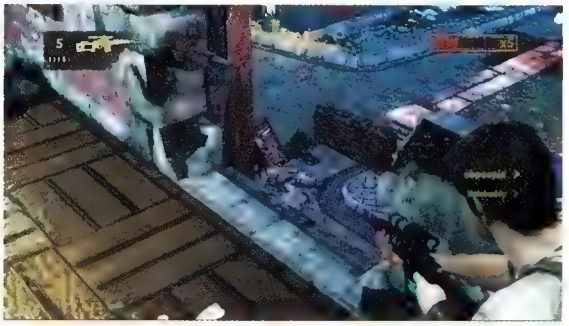
OUTLANDS

The buildings on the outside edges of the map are the best locations to set up your team's base of operations. The buildings offer the best cover, have the fewest access points, and offer multiple levels for your team to fight from. Basically, they have everything you want from a survival base.



ON HIGH

There is plenty of sniper rifle ammo dropped by fallen soldiers. Be sure to use it to the fullest by having an assigned sniper within your team. The second floor of the outer edge buildings is great for setting up a sniper. There are several openings to fire from, but the opening on the far left is the better position. This location allows the player's rear and left to be fully protected by the walls.



JUST FORGET IT

The central shrine is very easily overwhelmed, so refrain from engaging in combat in that area. Enemies can enter the building from both the front and rear, and often use both entrances simultaneously.

GOLD RUSH

The Plaza is deceiving. It seems like a simple open square, but the map is really broken up into several areas. The buildings and the cover in The Plaza create various paths through the courtyard, allowing players multiple routes to the treasure and then back to their chest. Try out several paths and find the ones that work best for your team.

FLATLANDS

The map is fairly flat except for the multi-story buildings on the outskirts of the area. This means there is little need to toss the treasure up and down several levels. One person carrying the treasure is enough. While they are running to the chest have one teammate clearing the path ahead and one securing the rear.

TIGHT FIT

The buildings and cover in The Plaza split up the map into small areas and narrow paths. This forces enemies to cluster together, making them susceptible to explosive attacks. The teammates protecting the treasure carrier can use grenades or one of the map's many propane tanks to remove entire enemy squads in one attack.

HELICOPTER RUN

The enemy helicopter that periodically flies over the map sticks to the path in front of the shrine. It can be difficult to avoid the steady stream of helicopter fire when weighed down with the treasure, so avoid the front of the shrine altogether when carrying the treasure. Then, there is no need to worry about the rain of fire.

CO-OP MISSIONS

It's you versus them. Build a team of two or three and enter into Nepal Warzone, the Village, or the Sanctuary for objective-based missions. There is no time limit for any of the missions and personalized characters and Boosters are invalid. The only custom option players are allowed to take with them into the game are the Co-op weapon upgrades purchased in the Multiplayer Store.

Like the Survival and Gold Rush game types, Co-op earns players experience points and cash. The higher your level, the more goodies you unlock in the Multiplayer Store.

Each mission has a simple target objective, but getting from point A to point B is far from simple. If you have not played *Uncharted 2: Among Thieves™* Co-op before, then begin with Nepal Warzone. From there, the difficulty level increases in both the Village and the Sanctuary. Study the tactics below and you are sure to be conquering Co-op in no time.

NEPAL WARZONE

The Nepal Warzone is the shortest of the three Co-op missions. Regardless of its length, the range of combat is impressively wide. From soldier filled gauntlets, to sudden appearances of heavy soldiers, to alleys lined with snipers and chokers, there is a little bit of everything in the warzone. A smart idea for first-time players is to successfully complete Nepal before moving on to other larger, more difficult missions.

HOT SPOT: INTRO ALLEY AND STREET

The first combat zone consists of the starting alley and connecting street. Those who have completed "Urban Warfare" in single-player should recognize the area where the city bus crashed through the street.

The area mainly contains standard foot soldiers and black-clad soldiers with a skull mask soldier entering at the end of the fight. The available cover consists mainly of household items, such as filing cabinets and cooking appliances, as well as several gutted vehicles.

The zone is fairly open and does not contain special vantage points besides the covered patio on the right side of the street, near the area's second gutted car.

DELAYED RESPONSE

The gutted cars sitting in the middle of the street can be used as special explosives. Enemies tend to cluster around the vehicles as they take cover from your team's fire. Toss a grenade at their poor choice of cover to remove a few of the soldiers with the initial blast and cause the car to start burning up. About five seconds later the vehicle blasts apart as the fire reaches the gas tank, terminating any soldiers still near the cover.

OUT ON THE PATIO

The entire warzone can be conquered by setting your team into a back-to-back or triangle formation as you move through the city streets. For this zone the best team formation is to have two teammates positioned near the center of the street fighting back-to-back, while the third takes up the covered patio to the right of the second gutted vehicle. This station has a perfect view of the entire field plus an entire stockpile of grenades. While the two players in the center are working on their respective ends of the street, the patio player can pick off encroaching enemies and lob grenades.

TWO CAN PLAY THIS GAME

There are a few Moss 12-gauge shotguns that can be picked up from both fallen enemies and stationed weapon locations. Save at least a full shotgun for the skull mask soldier. Once he enters the fight, grab the Moss and unload shell after shell until the armored soldier falls. It's much faster than using rifle fire and allows your team to save its grenades for the next area. Alternatively, you can also use the Desert-5 against the skull mask soldier. Using this weapon against him requires only one headshot.

HOT SPOT: SECOND STREET

After climbing over the bus barricade, your team enters the continuation of the first street and the second combat zone. The area roughly forms a "T" with the street coming to an end at a vehicle barricade and alleys stretching from both sides of the main strip.

Enemies enter from the three areas, making it perfect for your team of three to cover. The enemy paths are predictable as all the enemies aim to move toward the center of the zone.

Check the available cover as well as the propane tanks stationed around the zone. They come in quite handy once heavies begin to appear.

BEGIN WITH A BANG

Start the fight with a big bang. There are several propane tanks around the street, positioned near enemy entry points. Use them right from the get go to clear out the first set of soldiers and save your grenades for the more difficult armored soldiers.

BUS BOUNCER

The bus at the beginning of the street is one of the main enemy entry points. Have one player stationed near the bus and pick off soldiers as they prepare to drop onto the street, preventing them from ever being a threat.

ROOFTOP WITH A VIEW

There is one sniping spot on top of a building on the left side of the street. Look for the building with a blue gutter pipe running down its side. The pipe leads up to the sniping point. Note that there is no cover on the roof, so if enemies start firing the only escape is to move from the building. But don't just leap off the rooftop; the fall is enough to kill anyone. If you must escape, travel via the climbable objects on the connecting building.

UNCLUTTERED

Don't let the close quarters of the zone cause your team to bunch together. Spread out so that each player is positioned in one of the three main sections. Have one teammate stationed at the entry building, one either on the gutted building or in the Laundromat, and the last one at the beginning of the alleyway. This way your team has the entire zone covered while still remaining close enough to give any needed support.

HOT SPOT: BACK ALLEY BUILDINGS

After leaving the main streets, your team heads to the back alleys of the city. The area is more condensed with cover breaking up the already small space into even smaller sections. Fighting is more intense and frantic than ever, forcing your team to think fast, fire blindly, and run-and-gun often.

There are three main sections to the heated zone, the entry building, which is split into two areas, the gutted building and neighboring Laundromat, and the alleyway running between the two sides of the zone. Enemies enter from two positions, from inside the Laundromat and the open ceiling of the entry building.

TEST IN SESSION

There is a large variety of weaponry in this zone, much more than any pervious hot spots. The fight is intense, but not so difficult that there isn't time to try out the different guns available. Check them out and see what combination works best for your team. The next area is purely sniping and close-range combat, so test those styles in this current fight to see what you should bring to the next one.

MONKEY IN THE MIDDLE

When the heavy soldier appears at the end of the fight, spread out to form a ring around enemy. He can only focus on one area at a time and has trouble moving from target to target. Use this to your advantage and take turns firing at the soldier. He moves to whoever is the dominant attacker. While he's moving, have another teammate attack. He will turn to face them, and as he does have the third teammate attack. Continue this cycle until the enemy is defeated.

One sniping position is available on top of the gutted building, but both your team and the soldiers easily reach it. If a teammate does take up position on the roof, have another teammate guard the ladder leading to the position, preventing any soldiers from reaching the sniper.

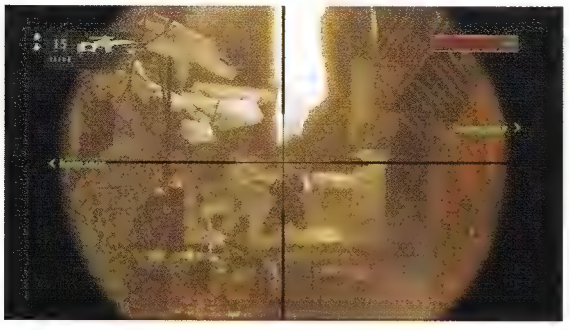
HOT SPOT: SNIPERS' ROW

The next zone is the narrowest section yet. The back alley is lined with towering buildings loaded with great sniping positions, which the enemies use frequently. Snipers enter a few at a time and take up their stations on either end of the alley. At the same time shotgun soldiers and chokers enter to rush your team.

Cover in the area is enough to keep your team protected from fire in at least one direction, but there isn't much available that guards from both front and rear attacks. One incredibly useful area of cover is the round building on the left side of the alley. Players are able to duck away from the snipers completely and restock their ammo from any of the weapons lining the walls.

LOOK UP, LOOK DOWN

There are snipers and shotgun soldiers: two ends of the combat spectrum. In order to tackle this unique fighting situation, have two players pick up sniper rifles together to remove the enemies targeting from the upper reaches of the alley, while the third teammate grabs a shotgun and removes any rushing soldiers.



WELL-PLACED EXPLOSIVE

Two armored soldiers enter the fight from the fire escape at the end of the alley. Soon after landing they approach a propane tank. Have the teammate focused on the ground soldiers use the small explosive tank to blow off their armor before following up with shotgun blasts. The one player is enough to remove both the soldiers.

HOT SPOT: THE SHRINE PLAZA

The final combat zone is an open plaza. Your team's final objective is here - the treasure at the center of the shrine. Enemies are already located around the shrine, ready to stop you from reaching your goal.

There are two stages to the combat in this zone. The first round is clearing out the enemies already stationed in the plaza. Second is defeating the wave of enemies that appear once your team is in the shrine. The second string of soldiers appear from three key positions, the alley next to the hotel, the damaged buildings at the very front corner of the plaza (near the hotel) and ,finally, the entrance your team used.

SILENT START

As your team enters the zone, stealthily kill as many enemies as possible. There are two heavy soldiers in front of the shrine, currently oblivious to your team's approach and you want to keep it that way. As soon as one bullet is fired the large soldiers start their attack. So before any trigger is pulled, remove the surrounding enemies quietly.

YOO-HOO! OVER HERE!

Once the first gunfight begins, have one teammate stay hanging back by the sandbag barrier in front of the heavy soldiers. Use that player as the main distraction for the well-armored enemies while the other two move around to flank the soldiers. Launch an all-out assault when everyone is in position. Grenades work particularly well, causing the heavy soldiers to stagger and momentarily halt their attack.

SECURING THE SHRINE

Enter the shrine after clearing the first soldiers. The building is extremely well-stocked with everything your team needs to not only defend the shrine, but also launch heavy assaults against enemies entering the plaza. Have a player stationed at each of the entrances to the building. Do not deviate from these locations. Players die when they wander too far from the safety of the shrine. A plethora of enemies are just beyond the building walls, waiting for a lone player to wander into their line of fire.

SAVE IT

There are plenty of heavy-duty weapons in the shrine, including GAU-19s, RPG-7s, and Dragon Snipers. Don't waste the big guns on the small fry enemies. If you must only pick one weapon, save the RPGs—they eliminate multiple heavies in only a few quick rounds.

THE VILLAGE

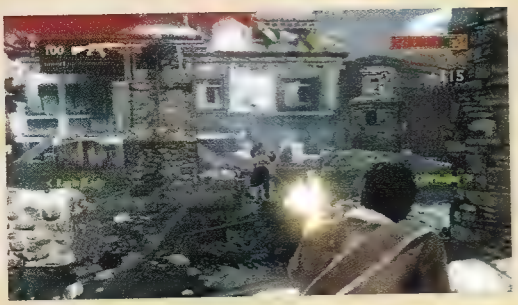
Things start to heat up in the village. The Tibetan town is under attack and it is up to Nate, Tenzin, and Elena to save the captured villagers. The area is comprised of an excellent combination of long narrow alleys, wide-open courtyards, frantic close-range combat, tense tank encounters, and even a missile-launching helicopter. What more could you ask for?

HOT SPOT: STARTING COURTYARD

Your team begins at the base of a steep path leading into a small courtyard. The area is exactly the same as the beginning of "Siege", so players who have completed that single-player chapter should know what type of environments to expect.

There is quite a lot of cover; however, it is mostly short stone walls. These protect the team against ground fire, but many of the enemies attacking from higher ground are able to aim right over the walls and target the players taking cover.

Enemies enter the fight from nearly every direction. Players can spot soldiers hopping in from the rooftops along the path leading to the square, storming from the path entrance, and entering from the left side of the building at the end of the courtyard. After entering the courtyard, watch out for the large heavy soldier bursting into the area.

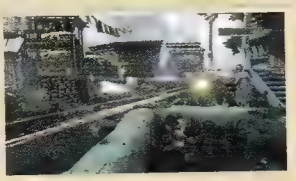


YOU'RE FIRST!

When enemies stationed on the area's rooftops start targeting your team, eliminate them quickly. Due to their angle, these soldiers can often hit a player even when they are taking cover behind short stone walls. If they aren't removed right away, they can cause real problems for your team.

THE BREAKUP

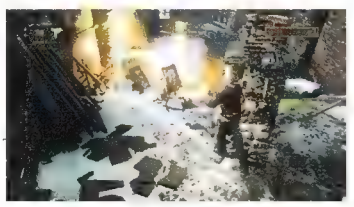
Move up the steep path toward the courtyard as a team and then split into two groups. Have one teammate stationed at the top of the path, ready to conquer the enemies entering from the rooftops and path entrance, and have the other two move into the square to bring down the well-armored heavy soldier. For the two courtyard teammates, remember the Distract and Fire tactic to remove the large soldier.



HOT SPOT: FUNNEL VISION ALLEY

After leaving the courtyard, your team moves back down the steep path. The soldiers renew their effort and launch another attack. Pushing through, the group enters the next combat zone. It's a cramped space and the layout is like a funnel, guiding you and your teammates into the space close to the closed gate.

One half of the enemies enters from the ground behind you, while the other half takes up positions on the rooftops all around the zone. There is cover available but nearly all of it is short and fairly useless against the rooftop attacks.



LOOKING UP

With soldiers rushing your team on the ground and generally causing a ruckus, it can be easy to forget about the rooftop enemies. Have one teammate in charge of removing the elevated soldiers while the other two focus on clearing the ground floor. This way, no soldier is forgotten about.

NOT SO FAST

The way the zone is laid out, it is easy to try and rush forward toward the closed gate. Try to hold back. The cover provided near the start of the zone is far superior to the cover located farther in. Make use of the protection provided by the enclosed cubby on the left. It allows players to safely look down the area and guards against most rooftop fire. While one player is in this position, have another watching their back while removing the enemies entering from the rear.

FINDING A BALANCE

It is easy to become cluttered together regardless of where your team is positioned in the zone. You don't want any members wandering out into the open, but you also don't want to be so close together near the entrance that the entire team is eliminated with one enemy grenade. Work to find a balance where everyone is away from the dangerous area near the closed gates, but close enough to help each other if something goes wrong.

HOT SPOT: SHOOTING SQUARE

The gates at the end of the previous area open up to a large square lined with multi-level buildings. Most of the enemies enter the field from the rooftops on the left the square's entrance and exit paths. There are a number of difficult soldiers included in this battle. Be prepared for battles with a number of armored soldiers.

The path leading out of the square continues farther into the village. After clearing the large open space, the fight continues along this path. The narrow strip is lined with enemies, including a heavy soldier. There isn't much cover in the area, but it is enough to protect against the torrent of fire while working to finish the zone.

THE SET UP

With the majority of enemies entering the fight from the left side of the square, it would only make sense to set up on the right side. Take up position within the building on the right and have one teammate on the roof working to pick off enemies on the opposite rooftops, and the other two teammates on the ground floor. The shelter provided by the building is a huge asset in this zone. Fall to the rear of the building interior when injured, then reemerge when you are ready to fight again.

GOFER

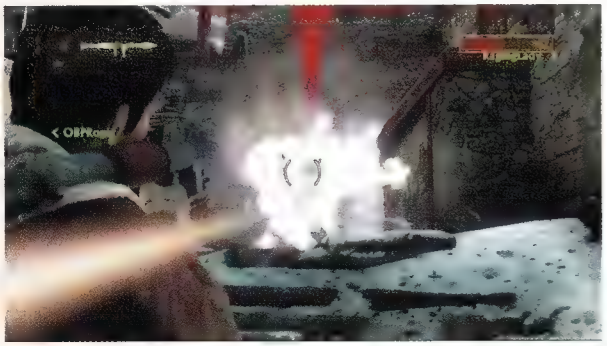
One of the ground level players should be a designated gofer, ready and willing to move out from the team's base to remove any stragglers and grab the powerful weapons dropped by downed enemies. Just make sure that the rooftop teammate covers them as they move into the open.

GRAND ENTRANCE

When the three heavies enter the square together, they come in with style and flair. Ruin their grand entrance by attacking the group instantly and removing them quickly. They are bunched together at first, making them vulnerable to explosive attacks. Have all players grab either grenades, M32s - which can be found on the rooftops of the building on either side, RPG-7s, or propane tanks and start laying into the heavies.

LEFTOVERS

When moving from the square to the side path, bring an M32 and/or RPG-7. These weapons are the best choice for quickly clearing the heavy soldier and enemies lining the sides of the path.

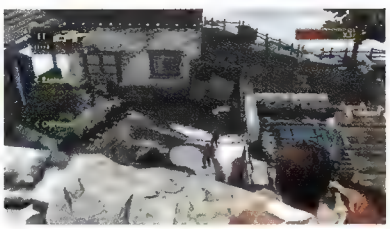


HOT SPOT: ROOFTOPS AND HOUSING

After the run in with the heavy soldier, your team enters the rear alley. Snipers line the distant rooftops and shotgun soldiers flitter from the closed doors. There is little cover in the tight alley, so quick fire and sharp shooting are required.

Shortly after the alley, the group reaches the Village's rooftops. From the rooftops, players can see the entire zone, which is littered with a number of formidable soldiers. The rooftop cover includes short stone walls and the interiors of small rooms. The rooms are very useful for escaping from the grenades frequently thrown by the ground level enemies.

Once the fight moves to the ground, the tables are turned. Your team is now fighting from below while high-class soldiers fire down from above. The house next to Tenzin's is the only real protective cover besides the nearby secluded area.



DON'T LET THE DOOR HIT YOU

Don't gather too close to the set of closed doors at the end of the narrow alley. A shotgun boss and chokers burst into the area from those doors and the last thing anyone on your team wants is to be instantly ensnared by a choker and then blasted with a shotgun.

UP HIGH

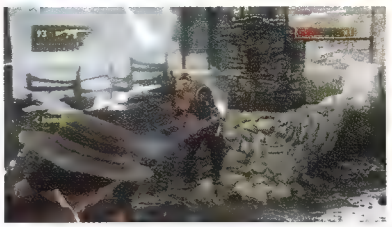
As soon as your team enters the rooftop area, grab a long-range weapon, such as a Dragon Sniper, and spread out along the zone. Don't fire until everyone is in position. It only takes one bullet to put all the enemies on guard. Once the team is set, line up headshots and start firing. One shot is enough to pierce even the heavies' helmets. It only takes a few additional shots for the heavy soldier.

DOWN LOW

When on the ground, use the open house next to Tenzin's as a safe house. The explosive fire raining down from the rooftops is too much for your team to take on all at once, whenever someone needs a break, send them inside. While resting, they can stock up on the powerful weapons stationed around the house. Avoid heading onto the roof. It's all too easy to head up stairs and have grenade rounds aimed towards your face. Stick to the lower ground.

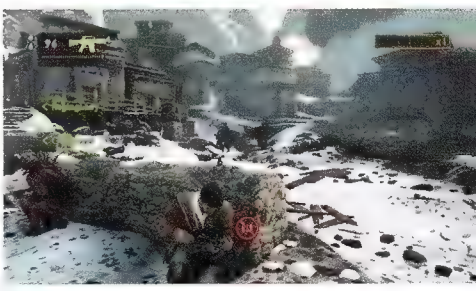
TOO SLOW

Watch for enemies entering from the secluded area next to Tenzin's house. It's easy to forget about the quiet little corner of the zone when grenades and RPGs are flying down from above, but if your team is too slow to respond to the ground soldiers, you are going to be overwhelmed really quickly.



HOT SPOT: SNOWY FIELD

The snow-covered field has little in the way of cover, especially when compared to other zones. Short stone walls dot the space providing little protection against the two heavy soldiers and squad of armored soldiers that appear. The enemies enter via helicopter and once the armored soldiers and heavies are defeated, the zone is cleared.



The enemy classes faced in this zone are slow moving, which can be used to your team's advantage. Whenever things get too heated, dodge roll to a distant cover. By the time the enemies position themselves around you, you are already set up and firing.

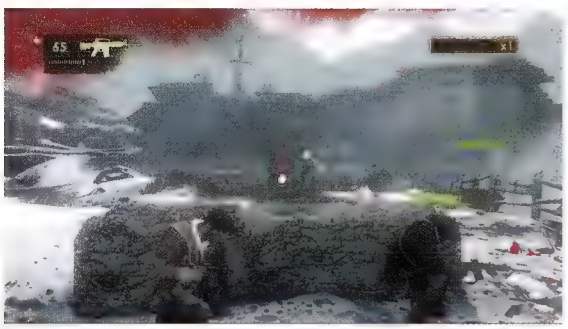
DISTRACT AND ATTACK

The heavy soldiers are as easy to distract. They always move to the player who is the dominating attacker. Use this to force the soldiers to constantly switch focus, slowing down their attacks and leaving them more vulnerable.

This tactic is a bit more difficult with two heavy soldiers, but it is still possible. Communicate with teammates and let one another know who is attacking which enemy and when.

WHO WANTS A GRENADE?

There are plenty of grenades stationed on the tops of cover. With nearly zero guns in the field, this is your team's main weapon supply. They do not respawn, so once a grenade is thrown there is no getting it back. Use them wisely.



UNDER COVER

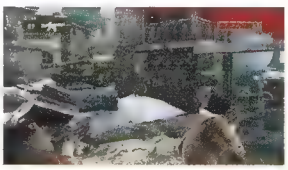
The armored soldiers are carrying both shotguns and assault rifles, so the stream of fire coming from their group is pretty steady. Be patient and stay behind cover in between rounds of gunfire and only pop up to attack when the coast is clear. Use blindfire when you are forced behind cover.

HOT SPOT: THE FINAL GAUNTLET

This is the final combat zone and the most difficult. The target area spreads out over the village center and is the largest zone thus far. There are two major parts to this battle, the tank fight and the helicopter fight, and two main sections, the left side of the center and the right side of the center.

Throughout both the tank and helicopter skirmishes there are scores of soldiers fighting on the ground. Armored soldiers, grenadiers, and an array of others. Most of the enemies enter from the left side of the area, where the tank is located. Later in the fight, the majority of the soldiers enter from the zone's entrance.

All the cover in the area is located on the right side of the center, yet another reason to stick to that section of the zone. Stone structures and two small buildings make up the bulk of the cover used.

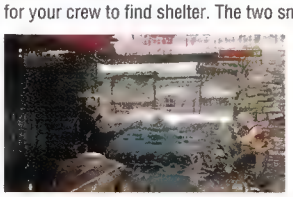


KEEP YOUR DISTANCE

Do not cluster together, it just makes it easier for the tank and helicopter to wipe out your team in one go. When fighting in the village center, have each teammate take up a position at one of the four-post stone structures. This way the party is spread out while still protected from heavy fire. While in these positions, it is also much easier to pick off ground soldiers on the opposite side of the zone.

FINDING SHELTER

After the soldiers along the left side of the zone have been cleared and the tank turns around to head back toward the beginning of the area, it's time for your crew to find shelter. The two small buildings back near the entrance are perfect locations to take cover and begin attacking the new wave of enemies entering the zone.



UP IN FLAMES

Once the enemies entering from the zone entrance quiet down—this will take awhile—blast the tank apart using the dropped RPG-7s. With the tank out of the picture, the helicopter enters. Use the same weaponry to remove the latest threat. If there aren't enough RPGs to finish the job, move back to the four-post stone structures and retrieve more ammo from the soldiers found along the left side of the zone.

THE SANCTUARY

Nate, Elena, and Chloe must secure the inner courtyard of the monastery and shutdown the enemy transmission signal. The dilapidated structures that make up the area provide a unique combat zone with plenty of climbing, a wide variety of weapon usage and more than a fair amount of dangerous pitfalls. Conquering The Sanctuary requires experienced teamwork and communication. Is your team up for the challenge?

HOT SPOT: GRAND ENTRANCE

Two small buildings, one on the left and one located ahead and to the right, mark the entrance to the monastery. Between the structures is a small courtyard with a small island in the center. Short broken walls and pillars serve as the dominating forms of cover.

Enemies are already stationed inside the zone and more enter from the building on the left and the path between to the two structures.

THE RIGHT WAY

In general, stick to the right side of the courtyard. Nearly all soldiers enter from the left and players can be easily overwhelmed if they wander too far into enemy territory. While on the right, make use of the small building there.

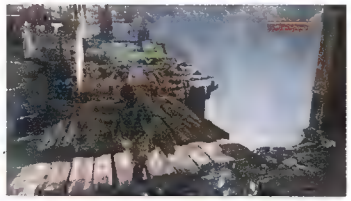
STAY INSIDE

While on the right side of the field, have two people attack enemies in the central area and a third player stay inside the small building at the end of the courtyard. That teammate is in great position to strike out at soldiers entering from between the area's two structures.

HOT SPOT: STORMING THE GATE

Now that the start area has been wiped of soldiers, a bridge is down that will allow access across the river. The narrow spaces leading through this section make anything but quick close-range combat impossible. Cover is generally only found in the form of doorways and archways and should be used as much as possible.

Alternatively, you can also have one team member head back to the start area and try taking out soldiers from across the river. While this tactic may not give this player a lot of kills, it will distract the soldiers long enough to allow the rest of the team to flank them.



Once soldiers begin attacking from the entrance, the battlefield shifts from completely close-range to almost entirely long-range. Be ready for this transition and aware of what weapons are available nearby.

JUST AROUND THE BEND

Shotgun soldiers make an appearance right at the beginning of the combat zone. Prepare your team by ensuring everyone has a close-range weapon, such as a Pistole or a Moss, before leaving the previous area and be ready for some run-and-gun action.

CLEAR?

Before entering the building, make sure the stairway is completely cleared. There are enough soldiers inside the main room and entering from the field to worry about. No need to add enemies attacking from the rear to the list. Check out the platform at the very top of the stairs, there could still be soldiers there.

SIDE MISSION

Once soldiers start attacking from the monastery entrance, your team needs to switch gears quickly. Have two players take up position at the sandbag barrier and start targeting the enemies across the way. While they are attracting all the gunfire, have the third teammate move around to the stairs on the side of the building, working to remove the armored soldiers there. When the area is generally cleared, move in to finish securing the zone, grab an RPG-7, and blast open the gate.

HOT SPOT: TO THE TOWER

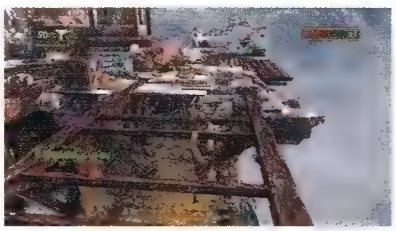
As your team enters this new area, you are greeted with grand views of the crumbling monastery. Don't let the haunting beauty of this zone distract you, enemies enter quickly and start attacking even as you and your teammates are finding cover.

The ground covered by this zone is impressively large. The beginning ledge, a medium sized central island, and a looming tower are all included. There is a wide assortment of enemies in this section, each given a tactical position over you and your team.

Cover in all sections of the zone is limited and very little of it protects against all attacks. Be ready to move often as your team works its way into the tower.

MOVING ON UP

The heavy soldier enters the fight shortly after it begins. Once he starts firing it becomes very difficult to move from the beginning ledge to the central island. To make the journey a little easier, remove the heavily armored soldier right away with the sniper rifle tucked away on the left side of the ledge. Once he is eliminated, head over to the island one at a time.



GETTING OFF THE ISLAND

There is hardly any cover on the central island and impatient players are going to have a difficult time staying alive. Slow down and do not rush off the island. Enemies come streaming down the stairs, including armored soldiers, and attempting to move up before they are cleared is not a good idea. Have two players use the center shrine for cover and start removing soldiers as they head down the steps. Station a third teammate at the base of the stairs with a close-range weapon, ready to remove any enemies that make it to the island.

SNIPING GROUND

When sniping from the platform next to the tower, split up the work and have each teammate focus on one area of the lower ground. You are sure to remove enemies quicker and allow more time for anyone ready to climb up into the tower.

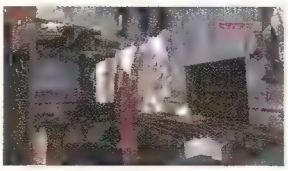
DOWN THE TOWER

Move down the tower levels one at a time. If you move down too quickly without clearing each level, you are going to find yourself fighting off soldiers firing from above and below. One player is bound to have a sniper rifle left from the previous section, use it to remove soldiers on distant levels while the rest of the team works to secure the current floor.

HOT SPOT: THE SECOND TOWER

On to the second tower. The bridge connecting the first tower to the second is lined with crates. Enemies are already positioned on the bridge and ready to fire. Across the bridge, there are a few balconies extending from the tower that enemies enjoy using as sniping points, but combat in this area involves plenty of close-range skirmishes.

As your team climbs up the second tower, you come across some standard soldiers, but nothing your team should have problems working through. Your team will have all sorts of challenges in the next zone.



AMBUSH!

Close-range enemies pop out from behind cover as soon as your team reaches the bridge. It's an ambush! Quickly dart behind cover and remove all nearby soldiers. Continue forward slowly so as not to be surprised again.

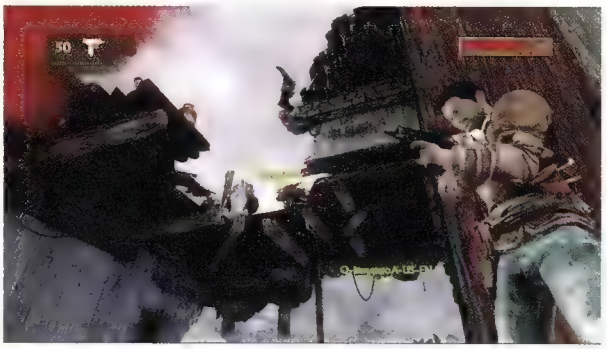
COVERING THE FIELD

There's a decent variety of weaponry on the bridge. Have your team pickup a variety of weapons and work together to thin out the number of soldiers. The player with the long-range weapon can eliminate the snipers on the tower balconies, while teammates with the close and mid range weapons remove soldiers from the bridge and tower interior.

At the center of the bridge is a M32-Hammer. As tempting as this grenade launcher is to use, hold off from doing so. Instead, wait until the doors at the end of the bridge open and then make a run for it! When you unleash the power of M32-Hammer on the incoming enemies, you'll be surprised at how fast your team clears the area.

UP THE TOWER

Move up the tower floors one at a time, just like when your team had to descend the first tower. There aren't many enemies inside, but one well placed grenade can wipe out the entire team. Also, be wary of chokers around this section.

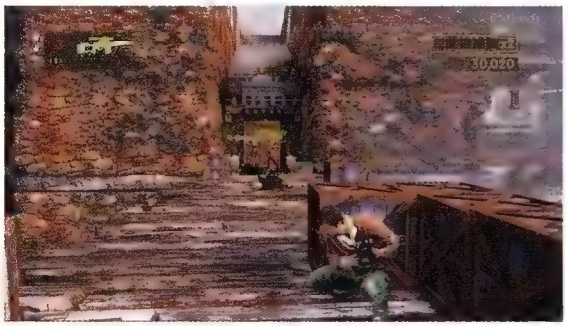


HOT SPOT: THE BRIDGE RUN

The bridge leading from the second tower to the center of the monastery has plenty of cover, and your team is going to need it. A helicopter sweeps overhead after dropping two Heavy soldiers on the distant rooftop and armored soldiers enter from the end of the bridge.

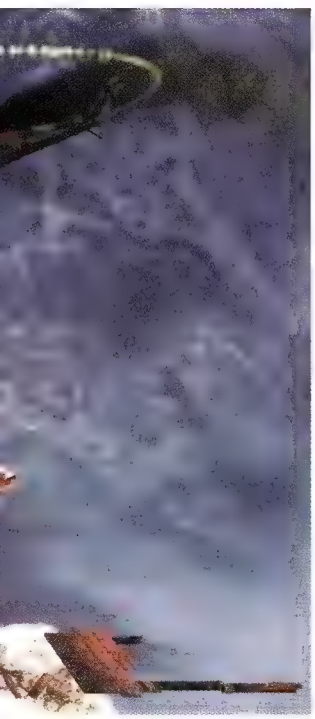
SPREAD OUT

Don't make it easy for the helicopter and Heavy soldiers to destroy your team by bunching together. Spread out. Station one player near the front of the bridge with a steady supply of FAL ammunition. The rest of the team should try taking out the heavy soldiers. When both are down, soldiers will begin to pour through at the end of the bridge. As soon as they begin dropping in, locate an RPG and take out the helicopter.



AIM FOR THE HEAD

There is a stock pile of Dragon Snipers at the end of the bridge. As soon as a teammate reaches them, have them equip it and start firing at the heavy soldiers. It only takes a few shots to the head for them to fall.



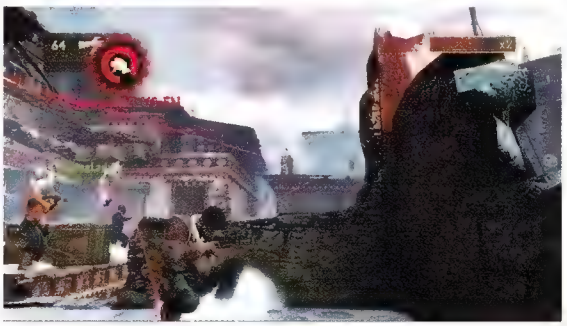
IS IT OKAY TO LEAVE COVER? NO.

Don't leave cover. With the amount of bullets being pumped into the bridge by both the helicopter and heavy soldiers, you are going to be hit if you leave cover.

HOT SPOT: THE MONASTERY CENTER

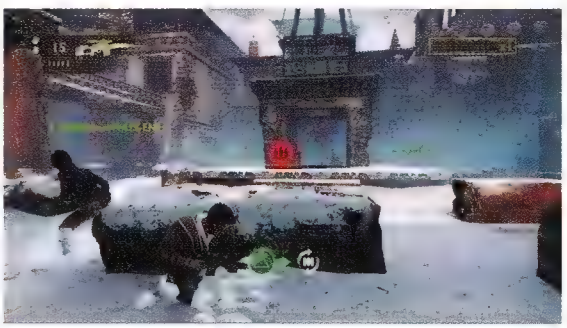
The final square is a relatively small combat zone, especially when compared to some of the previous areas, but do not let this fool you. In no way does the small size of the square work in your team's favor. Snipers stationed on the high ground have perfect views of the area and close-range enemies, such as heavy and armored soldiers, swarm in. Chokers hold teammates captive, making them vulnerable to sniper shots and grenadier soldiers can easily remove more than one player.

The cover available is fairly poor, consisting of fallen pillars, wood boxes, and other low, long objects. In other words, there is only cover that is weak against attacks from above. This forces players to move often in order to avoid enemy laser sights and grenades. The more reliable positions are near the entrance and the left side of the field.



DOING YOUR HOMEWORK

Before activating the fight, move around the square and figure out the best positions and weapons for your team. There is some pretty heavy artillery, including an M32-Hammer, plenty of Dragon Snipers, and more. Once everyone is ready, start the battle. Enemies enter fast.

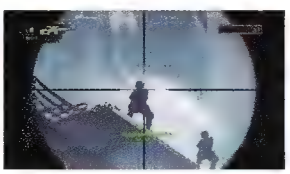


THE STARTING LINEUP

It is crucial to have a proper plan for the start of the fight. Setting up teammates in strategic locations is what makes or breaks the battle. You cannot be too far away from each other or else it is too difficult to reach a teammate in need without being sniped along the way. However, if you are stationed too close together then you are at risk of having multiple players removed at once by grenadier soldiers and their M32s. One of the best starting lineups is to have one player near the entrance and two spread out on the platform to the left. This allows your team to cover the whole square while still being close enough together.

SNIPING SNIPERS

There are plenty of snipers and they are positioned all around the square. It is very important to have one person dedicated to removing the long-range enemies at all times. The best place to snipe from is up on the left platform behind the corner piece of what was once a wall.

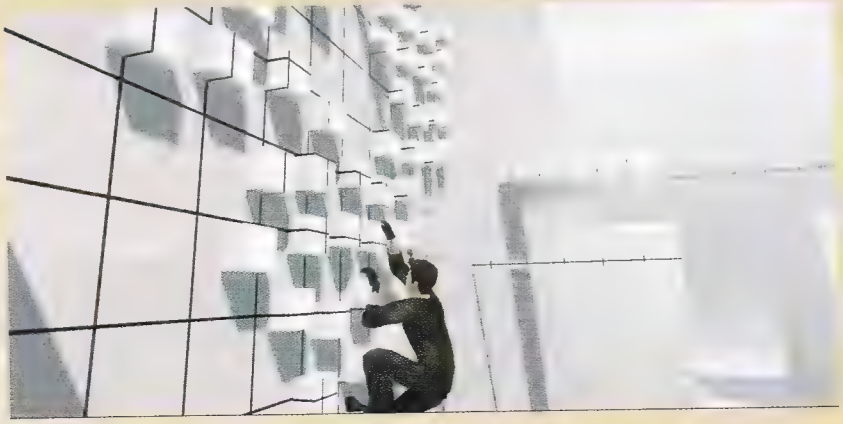


UNCHARTED'S NEXT TOP STAR

Ever dreamt of capturing the perfect scene? Where Elena and Flynn team up against Chloe, or Lazarevic shows Nate just who has the last laugh? Ever had a kill so perfect that it had to be seen to be believed? Where you rotated the camera and adjusted the lighting to fully display that amazing moment in your multiplayer career? Well all that is now possible thanks to the Machinima game type and Cinema mode.

RECORDING IN SESSION

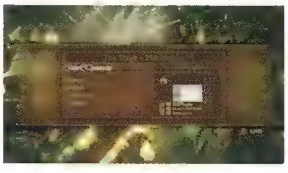
Machinima is a game type found in the Custom Game option. It has all the maps of other game types plus a bonus area called The Stage. In Machinima there is no objective. Instead, you are all like actors, creating your own script, your own game. Run around like a mad man, work on your taunts, or just see how many players you can wipe out at one time. All of your gameplay is recorded (as it is with any game type except for Survival, Gold Rush, and Co-op) and can then be adjusted in Cinema.



MAKING THE IMPOSSIBLE POSSIBLE

Cinema is where the editing magic happens. Choose any of your 20 most recently recorded matches to review the footage of the game and adjust it accordingly. Highlight any of the matches to see detailed information on the right side of the Cinema Menu. Here you can see the author of the file, the number of players, the length of the match, the data size of the file, and the date and time the match took place.

After choosing one of the recorded games you are able to select PROTECT to prevent the file from being deleted, DELETE to remove the file, UNPROTECT to allow a protected file to be deleted, and UPLOAD to place your video online. When you are ready to begin editing your recording, select START CINEMA.



COMMAND BAR

Once one of your recorded cinemas begins to play, the Command Bar appears at the bottom of the screen. This bar provides many options that allow you to do all sorts of things:

- ***Pause, Slow, or Play the Footage***
- ***Skip a Step Forward***
- ***Start the Footage Over Again***
- ***Take a Screenshot***
- ***Change the Camera from Follow to Orbit or Free***

Manipulating the camera is useful for capturing special gameplay moments. Press ✚ or ✚ at any point along the Command Bar to switch which player the camera is following.

While enjoying the Command Bar's features, keep in mind that the Take a Screenshot saves a screen of your game. It also clears away all items on the HUD, allowing you to view a perfectly clear screen.

VISUAL TWEAKS MENU

Opening the Pause Menu grants you access to the Visual Tweaks Menu. This menu allows you to alter the appearance of the footage. Under Camera you can adjust the field of view, twist the angle from which you view the field, and turn the handy camera ON/OFF. You can also select to turn the depth of field ON/OFF, alter the distance to the subject, and adjust the focal range.

Under Fog you can give your footage a certain spooky or mysterious atmosphere. Choose to increase the fog visibility by adjusting the brightness and then alter the misty color by adjusting the red, green, and blue hues.

In Lighting you can change the overall brightness in Ambient, or adjust the time of day by altering the Sun options. There you can change the intensity of the sun and alter the red, green, and blue hues.

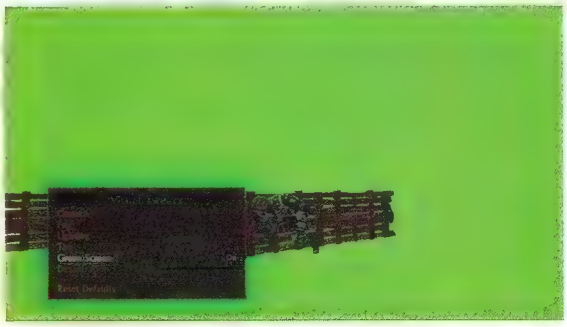
The Tint option allows you to give the entire video a red, green, and blue tint. Then, you can adjust the video's saturation level under Desaturation.

If at any time you make a mistake and wish to put all the options back to their original setting, select RESET DEFAULTS.

Please keep in mind that all of these adjustments are not saved. It is up to you to capture your gameplay footage with these customized options.

SOMETHING SPECIAL

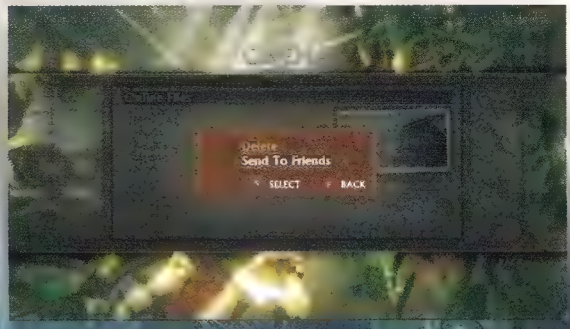
For video taken in the Machinima level "The Stage", there is a special option added to the Visual Tweaks Menu. Green Screen can be turned ON/OFF. When turned on, the entire field minus the players, weapons, and cover objects become a green screen. The possibilities are endless! But it is up to you to capture and add in your own creations. Keep in mind that you must select the "Machinima" Game Type and must also create a Custom game to select "The Stage" level.



TAKING IT ONLINE

Enter the "Cinema" to place a file online. Select UPLOAD before starting the footage. Once uploaded, you can view that file by accessing your online files with △. Selecting an online file gives you the option of deleting it or sending it to a friend.

If a friend has sent you a video, you are able to accept it by selecting Messages with **L1**. To do so, however, you must be in "Cinema" to retrieve the video from the message.



MEDALS AND MORE!

TREASURE HUNTER

Medal Name	Requirement	Cash Awarded	Trophy
First Treasure	Find 1 Treasure	$10,000	
Beginner Fortune Hunter	Find 5 Treasures	$10,000	
Apprentice Fortune Hunter	Find 10 Treasures	$10,000	
Rookie Fortune Hunter	Find 15 Treasures	$10,000	
Novice Fortune Hunter	Find 20 Treasures	$10,000	
Trainee Fortune Hunter	Find 25 Treasures	$10,000	
Cadet Fortune Hunter	Find 30 Treasures	$10,000	
Enthusiast Fortune Hunter	Find 35 Treasures	$10,000	
Intermediate Fortune Hunter	Find 40 Treasures	$10,000	
Adept Fortune Hunter	Find 45 Treasures	$10,000	
Practice Fortune Hunter	Find 50 Treasures	$10,000	
Skilled Fortune Hunter	Find 55 Treasures	$10,000	

Medal Name	Requirement	Cash Awarded	Trophy
Proficient Fortune Hunter	Find 60 Treasures	$10,000	
Advanced Fortune Hunter	Find 65 Treasures	$10,000	
Professional Fortune Hunter	Find 70 Treasures	$10,000	
Senior Fortune Hunter	Find 75 Treasures	$10,000	
Expert Fortune Hunter	Find 80 Treasures	$10,000	
Ace Fortune Hunter	Find 85 Treasures	$10,000	
Crack Fortune Hunter	Find 90 Treasures	$10,000	
Consummate Fortune Hunter	Find 95 Treasures	$10,000	
Master Fortune Hunter	Find all 100 Treasures	$25,000	
Relic Finder	Find the Strange Relic	$10,000	

Oh, Where Could You Be?

The Strange Relic is one of the most difficult treasures to find. If you're having a hard time locating this special object, remember to check the side alley near the discarded rickshaws. There, a sewer entrance leads right to the treasure. See *Urban Warfare* for even more information.

COMBAT SPECIALIST

Medal Name	Requirement	Cash Awarded	Trophy
Survivor	Defeat 75 enemies in a row without dying	$25,000	
20 Headshots	Defeat 20 enemies with headshots	$10,000	
100 Headshots	Defeat 100 enemies with headshots	$10,000	
250 Headshots	Defeat 250 enemies with headshots	$25,000	

Instant Replay

Keep in mind that Medals related to defeating a total number of enemies do not require you to get them all on one playthrough. Finding chapters with frequent sniping, like *A Train to Catch*, and then replaying them multiple times is a great way to gain the Headshots Medals quickly.

Headshot Expert	Defeat five enemies in a row with headshots	$10,000	
Blindfire Marksman	Defeat 20 enemies by blind-firing while in cover	$10,000	

Medal Name	Requirement	Cash Awarded	Trophy
Run-and-Gunner	Defeat 20 enemies by shooting from the hip	$10,000	
Hangman	Defeat 20 enemies with gunfire by aiming while hanging	$10,000	

Hang Loose

Visit *A Train to Catch*, for a great chance to rack up kills while hanging. After shooting open the door for Elena, a group of soldiers run in and attack. Remove them while hanging from the signpost for a major bonus toward the Hangman Medal.

Shield Attacker	Defeat ten enemies while you are holding the Riot Shield	$10,000	

Shield Acquired

You first encounter the Riot Shield in *Urban Warfare* and continue to use it in *Desperate Times*. As long as you defeat three enemies every time you come across the protective pickup you are sure to each the Shield Attacker Medal by the time you begin *They're Coming with Us*.

Master Shield Attacker	Defeat 20 enemies while you are holding the Riot Shield	$10,000	

WEAPONS MASTER

Medal Name	Requirement	Cash Awarded	Trophy
50 Kills: .45 Defender	Defeat 50 enemies with the .45 Defender	$10,000	
50 Kills: 92FS–9mm	Defeat 50 enemies with the 92FS–9mm	$10,000	
50 Kills: Micro–9mm	Defeat 50 enemies with the Micro–9mm	$10,000	
30 Kills: Wes-44	Defeat 30 enemies with the Wes–44	$10,000	
30 Kills: Desert-5	Defeat 30 enemies with the Desert–5	$10,000	
20 Kills: Pistole	Defeat 20 enemies with the Pistole	$10,000	
30 Stuns: Tranquilizer Dart Gun	Defeat 30 enemies with the Tranquilizer Dart Gun	$10,000	
50 Kills: P08–9mm	Defeat 50 enemies with the P08–9mm	$10,000	

Going Shopping

It's nearly impossible to defeat 50 enemies with the P08–9mm during normal gameplay. Just purchase the weapon in the Single-Player Store. That way you can equip it at anytime and start racking up the kills.

50 Kills: AK-47	Defeat 50 enemies with the AK-47	$10,000	
70 Kills: FAL	Defeat 70 enemies with the FAL	$10,000	

Medal Name	Requirement	Cash Awarded	Trophy
70 Kills: M4	Defeat 70 enemies with the M4	$10,000	
50 Kills: MP40	Defeat 50 enemies with the MP40	$10,000	
50 Kills: Dragon Sniper	Defeat 50 enemies with the Dragon Sniper	$10,000	
30 Kills: Moss–12	Defeat 30 enemies with the Moss–12	$10,000	
70 Kills: SAS–12	Defeat 70 enemies with the SAS–12	$10,000	
50 Kills: M32–Hammer	Defeat 50 enemies with the M32–Hammer	$10,000	
30 Kills: RPG–7	Defeat 30 enemies with the RPG–7	$10,000	
20 Kills: Crossbow	Defeat 20 enemies with the Crossbow	$10,000	
200 Kills: GAU-19	Defeat 200 enemies with the GAU-19	$10,000	
30 Kills: Mk-NDI	Defeat 30 enemies with Mk-NDI grenades	$10,000	

DEMOLITIONS EXPERT

Medal Name	Requirement	Cash Awarded	Trophy
Double Dyno-Might!	Defeat two enemies with one explosion	$10,000	

Early Start

Even before you start using grenades, it is possible to earn the Double Dyno-Might! Medal. In *Borneo*, blast the red gas generators stationed around the first campsite to eliminate at least two enemies at once.

Triple Dyno-Might!	Defeat three enemies with one explosion	$10,000	
Quad Dyno-Might!	Defeat four enemies with one explosion	$10,000	

Roadside Service

During the plaza fight at the beginning of *Desperate Times* it is possible to earn the Quad Dyno-Might! Medal or even the Dyno-Might Master Medal. As the truck full of soldiers enters around the side of the shrine, line up a grenade at the base of the stopped vehicle. The six enemies in the truck all exit together and one well-placed grenade is all it takes to blast them apart.

Medal Name	Requirement	Cash Awarded	Trophy
Dyno-Might Master	Defeat five enemies with one explosion	$10,000	
Dyno-Might Hotshot	Defeat three enemies with one explosion five times	$10,000	
Grenade Hangman	Defeat ten enemies with grenades by aiming while hanging	$10,000	
Drop the Bomb	Make three enemies drop their grenade by shooting them	$10,000	
Drop the Bomb Hotshot	Make five enemies drop their grenade by shooting them	$10,000	
Drop the Bomb Master	Make ten enemies drop their grenade by shooting them	$10,000	

MELEE TECHNICIAN

Medal Name	Requirement	Cash Awarded	Trophy
Bare-knuckle Brawler	Defeat 20 enemies with hand-to-hand combat	$10,000	
Bare-knuckle Slugger	Defeat 50 enemies with hand-to-hand combat	$25,000	
Bare-knuckle Expert	Defeat ten enemies in a row with hand-to-hand combat	$25,000	

Nap Time

The Bare-knuckle Expert Medal is a difficult one to achieve, and the further you are in the game the harder it becomes. Shoot to earn this Medal near the beginning of the game. *Breaking and Entering* is the perfect chapter for such an undertaking. The guards are easy to sneak up on and put up little fight.

Ninja	Defeat 25 enemies with stealth attacks	$10,000	
Master Ninja	Defeat 50 enemies with stealth attacks	$25,000	
Expert Ninja	Defeat five enemies in a row using stealth attacks	$10,000	

Ninja at the Water Tower

The five soldiers patrolling the courtyard near the water tower in *A Train to Catch* can all be stealth-killed as long as they are attacked in the correct order. Start on the rooftop then move down into the open building and out to the right.

Medal Name	Requirement	Cash Awarded	Trophy
Riot Rocker	Defeat five Riot Shield enemies by running over their shield	$10,000	
Steel Fist	Defeat ten enemies with a single punch, after softening them up with gunfire	$10,000	
Steel Fist Master	Defeat 20 enemies with a single punch, after softening them up with gunfire	$10,000	
Steel Fist Expert	Defeat ten enemies in a row with a single punch, after softening them up with gunfire	$25,000	

Shields Don't Provide Invulnerability

A quick way to get the Riot Rocker Medal is to shoot an enemy carrying a Riot Shield a few times to knock him back, until he is holding the shield at an angle. Then dash up in front of the enemy and press ● - Drake will run up and over the shield and drop down behind him. Finally, press ● one more time to quickly and easily finish him off!

STORYTELLER

Medal Name	Requirement	Cash Awarded	Trophy
Charted! – Very Easy	Finish the game in Very Easy Mode	$10,000	
Charted! – Easy	Finish the game in Easy Mode	$25,000	
Charted! – Normal	Finish the game in Normal Mode	$40,000	
Charted! – Hard	Finish the game in Hard Mode	$40,000	
Charted! – Crushing	Finish the game in Crushing Mode	$40,000	

Go For It!

You don't have to finish the game five times to earn all of the Storyteller Medals. Beating the game on a higher difficulty level awards you with the Medal for that difficulty level and all the difficulty levels below it.

POOL TIME

Medal Name	Requirement	Cash Awarded	Trophy
Marco!	Stay in the swimming pool on the hotel rooftop for a short time	$5,000	
Polo!	Stay in the swimming pool on the hotel rooftop for a longer time	$5,000	

Kiddy Games

These two Medals can only be achieved by swimming in the pool at the top of Hotel Shangri-La in *Desperate Times*. So jump in and get wet!

ANIMAL LOVER

Medal Name	Requirement	Cash Awarded	Trophy
Beast Mode	Pet all the yaks in the village in the chapter "Where Am I?"	$10,000	

PARTY PLAYER

Medal Name	Requirement	Cash Awarded	Trophy
Thrillseeker	Complete one Competitive Multiplayer Game	$10,000	
Buddy System	Complete one Co-operative Multiplayer Game	$10,000	

Single-Player/Multiplayer

The Party Player section actually has two single-player medals: Thrillseeker and Buddy System. They appear when the player resumes the single-player game after going online. However, the rest of these medals require you to join the fray in multiplayer. What are you waiting for? Go get 'em!

Captured	Capture the Treasure once in a Competitive Plunder game	$1,000	
Assistant	Assist in the defeat of five enemy players by shooting them but not getting the final shot	$500	
Afterlife	Defeat an opponent after you yourself have been defeated	$500	
Gunslinger	Defeat five enemy players using any pistol or pistols in a single Competitive game	$1,000	
Commando	Defeat five enemy players using any long gun or long guns in a single Competitive game	$1,000	
Fisticuffs	Defeat two enemy players using hand-to-hand combat	$1,000	

Medal Name	Requirement	Cash Awarded	Trophy
Big Brawls	Defeat five enemy players using hand-to-hand combat	$1,000	

Old Fashioned Throw Down

Maps with crowded undergrounds, like *The Lost City* and *The Sanctuary*, are the easiest places to start meleeing other players. Game types with focused objectives, like *Plunder* and *Turf War* also lead to hand-to-hand encounters since everyone is brought together for close-quarters fighting.

Streak	Defeat five enemy players without being defeated	$1,500	
Fury	Defeat ten enemy players without being defeated	$2,500	
Rage	Defeat 15 enemy players without being defeated	$4,000	
Rampant	Defeat 20 enemy players without being defeated	$6,000	
Drop It	Defeat an enemy player while they are carrying the Treasure in a Competitive Plunder game	$500	

Medal Name	Requirement	Cash Awarded	Trophy
Double Down	Defeat two enemies in rapid succession	$500	

Double or Nothing

You can earn both *Drop It* and *Double Down* Medals at once in *Plunder*. It's very rare for teams to let the player with the treasure wander out into the open on their own. They are almost always accompanied by a teammate. Defeat both of them quickly and the two Medals are yours.

Tripled	Defeat three enemies in rapid succession	$1,000	
Connect Four	Defeat four enemies in rapid succession	$1,500	
Five Not Alive	Defeat five enemies in rapid succession	$2,000	
Wipe Out	Defeat the entire opposing team	$1,000	
Fire in the Hole	Defeat three or more enemies at once with an explosion	$500	
BBQ	Defeat a player with a propane tank	$1,000	

Village Cookout

Propane tanks are very common in *The Village*, no matter what game type you are playing. Grab a tank and let it fly, or just wait for an enemy player to run by one and then fire.

Expansionist	Capture five territories	$1,000	

Medal Name	Requirement	Cash Awarded	Trophy
Assassin	Defeat three enemies using stealth	$1,000	
Ninja	Defeat five enemies using stealth	$2,000	
Pull Down	Pull a player off a ledge	$500	
Kick Off	Kick a player off a ledge	$500	

Going Down

The Lost City has the most climbable surfaces out of all the maps, making it the perfect location for earning the *Pull Down* and *Kick Off* Medals. Just keep your eyes open for players rushing up the walls and then make your move.

Perfect	Win a game without dying	$1,000	
Triple Threat	Defeat three players with long guns, three players with pistols, and three players with explosives	$3,000	
Spray and Pray	Defeat five players with blindfire	$500	
Head Hunter	Defeat three players with headshots	$500	
The Long Ranger	Defeat three players from at least 70 meters away	$1,500	
Shut'em Down	End a player's killing streak (Defeated player had five or more kills in a row)	$1,000	

MASOCHIST

Medal Name	Requirement	Cash Awarded	Trophy
Half-Blind	Defeat five players with blindfire and the Veiled booster	$10,000	
Get Off My Lawn	Defeat ten players with the Invalid booster	$20,000	
Miserly	Defeat ten players with the Half Loaded booster	$12,500	

Medal Name	Requirement	Cash Awarded	Trophy
Duck and Weave	Defeat ten players with the Glass Jaw booster	$15,000	
Ego Maniac	Defeat ten players with the Come Get Some booster	$25,000	

CO-OPERATOR

Medal Name	Requirement	Cash Awarded	Trophy
Treasure Hunter	Find five Treasures in Co-op	$1,000	
Medic	Rescue five downed teammates	$500	

Under Fire

There are plenty of opportunities to rescue fallen teammates, but the particularly brutal section of *The Village* near Tenzin's house is a perfect place for it. With sniper and M32 fire raining down on your crew, there are bound to be more than a few casualties.

Big Bang	Defeat three enemies with a single grenade	$500	
Purple Heart	Get revived ten times in a game	$500	
Punch Out	Defeat five enemies with hand-to-hand combat in a single Co-op game	$500	
Killer Combo	Achieve Combo Level Ten	$2,000	
Let 'Em Go	Defeat an enemy who is choking a teammate	$500	

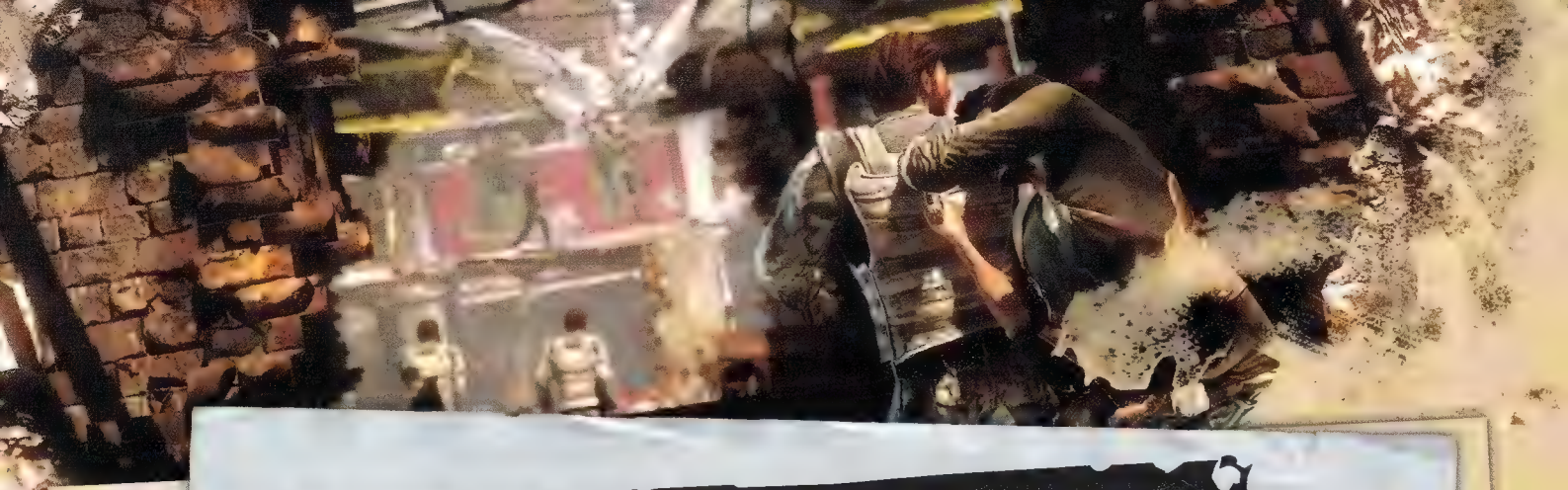
Tap Out

Sniper's Alley in the *Nepal Warzone* has a steady stream of chokers entering the fight. Target one who has a teammate in his grip and earn the *Let 'Em Go* Medal.

Medal Name	Requirement	Cash Awarded	Trophy
Covert Ops	Defeat 5 enemies using stealth	$500	
Heat Seeker	Defeat three enemies with a single rocket	$500	
Master Chef	Defeat three enemies by exploding one propane tank	$1,000	
Easy Rider	Defeat three enemies by exploding one car	$1,000	
Dead Eye	Defeat three enemies quickly with the sniper rifle	$500	
Gift Giver	Assist in defeating fifty enemies	$2,000	
12 Parsecs	Beat a co-op game in fifteen minutes or less	$5,000	
Masters of the Universe	Beat any objective co-op level on Crushing	$5,000	
Back to Back	Beat any objective co-op level on Crushing with only two players	$5,000	

Baby Steps

Earning the *Back to Back* Medal is no easy task, but it is less difficult to accomplish in the *Nepal Warzone*. Don't be a hero and dive into *The Village* or *The Sanctuary*. Stick with the easier mission first before trying the harder ones.



TREASURES REVEALED

Treasure Name		Treasure Location	Difficulty
	Wrathful Deity Statue	*A Rock and a Hard Place*: Before the Burning Tree	Medium
	Saraswati Statue	*A Rock and a Hard Place*: In the Wreckage	Easy
	Tibetan Snuff Bottle	*A Rock and a Hard Place*: In the Wreckage	Hard
	Bhutanese Lime Box	*A Rock and a Hard Place*: In the Wreckage	Hard
	Ghau Amulet Thogchag	*A Rock and a Hard Place*: The Final Car	Medium
	Byzantine Gold Coin	*Breaking and Entering*: The Boiler Room	Easy
	Glass Evil Eye	*Breaking and Entering*: The Boiler Room	Hard
	Ottoman Ring	*Breaking and Entering*: Storage	Easy
	Silver Amulet Box	*Breaking and Entering*: First Courtyard	Medium
	Silver Belt Buckle	*Breaking and Entering*: Second Courtyard	Easy
	Ivory Chess Knight	*Breaking and Entering*: The Bell Tower	Medium
	Ottoman Bracelet	*Breaking and Entering*: Museum Rooftops	Very Hard
	Antique Pocket Watch	*Breaking and Entering*: Museum Rooftops	Hard
	Antique Pipe	*Breaking and Entering*: Display Room	Medium
	Jeweled Bracelet	*Breaking and Entering*: Exit Sewers	Easy
	Yuan Dynasty Coin	*Breaking and Entering*: First Jungle Zone	Medium
	Yuan Dynasty Jade Animal	*Borneo*: Before the First Soldier Encounter	Medium
	Jade Pei Pendant	*Borneo*: Before the First Camp	Medium
	Amber Jade Chimera	*Borneo*: The Generator Pit	Very Hard
	Mongol Paiza Passport	*The Dig*: Lazarevic's Tent	Hard
	Jade Belt Slide	*The Dig*: The Mountain Temple	Medium
	Yuan Dynasty Helmet	*The Dig*: The Mountain Temple	Medium

Treasure Name		Treasure Location	Difficulty
	Silver Dress Clasp	*Desperate Times*: Shrine Plaza	Hard
	Brass Bird Lamp	*Desperate Times*: Shrine Plaza	Hard
	Copper Rice Measure	*Desperate Times*: Shrine Plaza	Medium
	Yuan Dynasty Urn	*Desperate Times*: Hotel Shangri-La	Very Hard
	Enameled Snuff Bottle	*Desperate Times*: Hotel Shangri-La	Hard
	Incense Burner	*Desperate Times*: Rooftops	Hard
	Worn Pendant	*They're Coming With Us*: Courtyard Fight	Medium
	Nine Jewel Ring	*They're Coming With Us*: Courtyard Fight	Medium
	Ankhora Water Vessel	*They're Coming With Us*: Rushing River	Hard
	Silver Shiva Amulet	*They're Coming With Us*: Temple Entrance	Medium
	Bronze Altar Spoon	*The City's Secret*: Entrance Chamber	Medium
	Bronze Varaha Statue	*The City's Secret*: The Pit	Easy
	Copper Lakhe Mask	*Path of Light*: Dagger Room	Medium
	Carved Jade Figurine	*Path of Light*: Dagger Room	Medium
	Bronze Ganesh Statue	*Path of Light*: Hidden Room	Easy
	Nepali Bronze Lion	*A Train to Catch*: Water Tower Courtyard	Easy
	Yuan Dynasty Lotus Jar	*A Train to Catch*: Water Tower Courtyard	Medium
	Cham Lion Mask	*A Train to Catch*: Water Tower Courtyard	Medium
	Jeweled Statue Crown	*A Train to Catch*: Rail Yard	Medium
	Three-Stone Coral Ring	*A Train to Catch*: Rail Yard	Hard
	Miniature Bronze Stupa	*Locomotion*: First Train Car	Medium
	Yama and Buffalo Statue	*Locomotion*: Train Roof	Medium

Treasure Name		Treasure Location	Difficulty
	Miniature Bronze Stupa	*Locomotion*: Train Car Interior	Medium
	Yama and Buffalo Statue	*Locomotion*: Train Car Interior	Medium
	Newari Bronze Figures	*Locomotion*: Train Car Interior	Medium
	Gilded Bodhisattva Statue	*Tunnel Vision*: Train Car Interior	Medium
	Tibetan Saddle Ring	*Tunnel Vision*: Train Car Interior	Easy
	Tibetan Prayer Wheel	*Train-wrecked*: Crash Site	Medium
	Tibetan Silver Vase	*Train-wrecked*: Crash Site	Hard
	Tibetan Knife	*Train-wrecked*: Train Crash Site	Medium
	Ram's Head Thogchag	*Where Am I?*: Near Tenzin's House	Medium
	Bronze Buddha Statue	*Where Am I?*: Open Square	Hard
	Singing Bowl	*Where Am I?*: Outside the Blue Building	Easy
	Tibetan Ritual Blade	*Mountaineering*: First Cavern	Easy
	Clay Deity Head	*Mountaineering*: First Campsite	Medium
	Bronze Chenrezig Statue	*Mountaineering*: First Campsite	Medium
	Skull Cap Drum	*Mountaineering*: Small Stream	Hard
	Silver Needle Case	*Mountaineering*: Near Small Stream	Easy
	Bronze Stupa Ornament	*Mountaineering*: After the Guardian	Medium
	Mandala Thogchag	*Heart of Ice*: Prayer Wheels	Easy
	Dipa Oil Lamp	*Heart of Ice*: Enclosed Interior	Easy
	Tibetan Flint Lighter	*Heart of Ice*: Enclosed Interior	Hard
	Bronze Dorje	*Heart of Ice*: Second Gears Section	Hard
	Tibetan Ceremonial Axe	*Heart of Ice*: Second Gears Section	Medium
	Trigram Thogchag	*Heart of Ice*: Outside the Temple	Medium
	Amber Skull Bead	*Siege*: Main Square	Hard
	Antique Ghau	*Siege*: Near Tenzin's House	Medium
	Bell Thogchag	*Siege*: Near Tenzin's House	Easy
	Yak Horn Carving	*Cat and Mouse*: Side Alley	Easy
	Bronze Tsongkhapa Statue	*Cat and Mouse*: Side Alley	Easy
	Tibetan Trumpet	*Cat and Mouse*: Side Alley Exit	Easy
	Gilt Tara Statue	*Cat and Mouse*: Tank Square	Medium

Treasure Name		Treasure Location	Difficulty
	Tibetan Silver Earring	*The Monastery*: Parking	Medium
	Ritual Crown	*The Monastery*: Monastery Entrance	Hard
	Silver Official Seal	*The Monastery*: Monastery Entrance	Easy
	Silver Offering Pot	*The Monastery*: Before the First Tower	Hard
	Tibetan Turquoise Ring	*The Monastery*: The First Tower	Hard
	Carved Wooden Ghurra	*The Monastery*: The Second Tower	Hard
	Bronze Tiger Bell	*The Monastery*: The Second Tower	Very Hard
	Antique Bronze Lion	*The Monastery*: The Final Combat Zone	Hard
	Tibetan Ritual Vase	*Reunion*: Building Interior	Easy
	Tibetan Conch Horn	*Reunion*: First Courtyard	Hard
	Bronze Oil Lamp	*Reunion*: Second Courtyard	Hard
	Ancient Sword Guard	*Reunion*: Lazarevic's Tower	Medium
	Tibetan Coral Earring	*Reunion*: Lazarevic's Tower	Medium
	Tibetan Square Ghau	*Reunion*: Lazarevic's Tower	Medium
	Carved Bone Ornament	*Reunion*: Statue Courtyard	Easy
	Tibetan Hair Ornament	*Reunion*: Statue Courtyard	Medium
	Tibetan Mala Beads	*Reunion*: Statue Courtyard	Medium
	Bronze Garuda	*The Road to Shambhala*: First Chamber	Easy
	Toad Censer	*The Road to Shambhala*: The Path	Easy
	Eight Emblems Pendant	*The Road to Shambhala*: The Path	Medium
	Phurba Thogchag	*Broken Paradise*: First Courtyard	Medium
	Clay Yamantaka Head	*Broken Paradise*: Roots Path	Easy
	Gold-leaf Statue Head	*Broken Paradise*: Multi-tiered Building Square	Medium
	Fibula Thogchag	*Broken Paradise*: Rushing Stream	Easy
	Unusual Bronze Mask	*Broken Paradise*: Courtyard Before the Temple	Medium
	Mani Jewel Thogchag	*Broken Paradise*: The Temple	Medium
	Wooden Vajrapani Mask	*Broken Paradise*: The Temple	Medium
	Bronze Statue Head	*Broken Paradise*: The Temple	Easy

Treasure Name		Treasure Location	Difficulty
	Strange Relic*	*Urban Warfare*: Before the Back Alley Fight	Very Hard

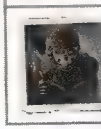
* This is the mysterious 101st treasure, which doesn't seem to belong in the world of *Uncharted*... Yes, that means that you could potentially gain 101 of 100 treasures!

SHOPPING FOR ADVENTURE

SINGLE-PLAYER STORE

SKINS

Character Skin		Cost	Requirements
	Drake – Street Clothes	Free	Cannot be purchased until you have beaten the game
	Drake – Heist Gear	$10,000	Cannot be purchased until you have beaten the game
	Drake – Winter Gear	$20,000	Cannot be purchased until you have Drake – Heist Gear
	Drake – Dirty and Beat-up	$20,000	Cannot be purchased until you have Drake – Heist Gear
	Drake – Doughnut Drake	$50,000	Cannot be purchased until you have Drake – Winter Gear and Drake – Dirty and Beat-up
	Chloe – Street Clothes	$5,000	Cannot be purchased until you have beaten the game
	Chloe – Winter Gear	$20,000	Cannot be purchased until you have Flynn – Heist Gear and Flynn – Winter Jacket
	Flynn – Street Clothes	$5,000	Cannot be purchased until you have Chloe – Street Clothes
	Flynn – Heist Gear	$10,000	Cannot be purchased until you have Flynn – Street Clothes
	Flynn – Winter Jacket	$10,000	Cannot be purchased until you have Flynn – Street Clothes
	Elena – Street Clothes	$5,000	Cannot be purchased until you have beaten the game

Character Skin		Cost	Requirements
	Elena – Winter Gear	$10,000	Cannot be purchased until you have Elena – Street Clothes
	Jeff – Elena's Cameraman	$5,000	Cannot be purchased until you have Elena – Winter Gear
	Victor Sullivan	$5,000	Cannot be purchased until you have beaten the game
	Tenzin	$10,000	Cannot be purchased until you have Victor Sullivan
	Karl Schäfer	$20,000	Cannot be purchased until you have Tenzin
	Dragan – Helmet Soldier	$5,000	Cannot be purchased until you have beaten the game
	Sark – Face Mask Soldier	$5,000	Cannot be purchased until you have Dragan – Helmet Soldier
	Vodnik – Ski Mask Soldier	$5,000	Cannot be purchased until you have Sark – Face Mask Soldier
	Lovac – Headphones Soldier	$5,000	Cannot be purchased until you have Sark – Face Mask Soldier
	Tetram – Gas Mask Soldier	$10,000	Cannot be purchased until you have Vodnik – Ski Mask Soldier and Lovac – Headphones Soldier
	Zorskei – Skull Mask Soldier	$10,000	Cannot be purchased until you have beaten the game

Character Skin		Cost	Requirements
	Lieutenant Draza	$10,000	Cannot be purchased until you have Zorskel – Skull Mask Soldier
	Zoran Lazarevic	$20,000	Cannot be purchased until you have Lieutenant Draza
	Alternate Zoran Lazarevic	Free	Initially hidden and unlocked at the same time as Zoran Lazarevic
	The Dead Explorer	$20,000	Cannot be purchased until you have Zoran Lazarevic

Character Skin		Cost	Requirements
	Skelzor the Skeleton	$30,000	Cannot be purchased until you have The Dead Explorer
	Sir Francis Drake	$30,000	Cannot be purchased until you have Skelzor the Skeleton
	Genghis Khan	Free	Initially hidden and locked until you have beaten the game in crushing
	Marco Polo	Free	Initially hidden and locked until you have earned the Platinum Trophy

WEAPONS

Weapon		Cost	Requirements
	Tranquilizer Dart Gun	$5,000	Cannot be purchased until you have beaten the game on current difficulty setting
	.45 Defender Semi-automatic Pistol	$5,000	Cannot be purchased until you have beaten the game on current difficulty setting
	AK-47 Assault Rifle	$5,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	FAL Assault Rifle	$5,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Moss–12 Shotgun	$5,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	92FS–9mm Semi-automatic Pistol	$5,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Wes–44 Revolver	$10,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	SAS–12 Shotgun	$10,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Mk-NDI Grenades	$5,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Desert–5 Semi-automatic Pistol	$10,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Micro–9mm Fully Automatic Pistol	$5,000	Cannot be purchased until you have beaten the game on the current difficulty setting

Weapon		Cost	Requirements
	MP40 Submachine Gun	$5,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	P08–9mm	$5,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	M4 Assault Rifle	$10,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	M32–Hammer	$20,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Dragon Sniper Rifle	$20,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Pistole Shotgun Pistol	$10,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	GAU–19	$20,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	RPG–7	$20,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Eddy's Golden Gun	$20,000	Cannot be purchased until you have beaten the game on the current difficulty setting
	Chloe's .45 Defender	$20,000	Cannot be purchased until you have beaten the game on the current difficulty setting

RENDER MODES

Render Mode	Cost
Black and White	$10,000
Sepia Tint	$10,000
Next Gen Filter	$10,000

BONUS MOVIES

Movie Name	Cost
Behind The Scenes: Technology and Gameplay	$10,000
Behind The Scenes: Story and Art	$10,000
Behind The Scenes: Making of the Cinematics	$10,000
Behind The Scenes: Online Technology	$10,000
Behind The Scenes: Naughty Dog	$10,000
Behind The Scenes: Mastering the Cell	$10,000
Behind The Scenes: Thinking Like a Dog	$10,000
Test Trailer Animatic	$10,000

ART GALLERIES

Gallery Name	Cost	Requirements
Concept Art Gallery 1	$5,000	Cannot be purchased until you have completed Chapter 4
Concept Art Gallery 2	$5,000	Cannot be purchased until you have completed Chapter 10
Concept Art Gallery 3	$5,000	Cannot be purchased until you have completed Chapter 14
Concept Art Gallery 4	$5,000	Cannot be purchased until you have completed Chapter 20
Concept Art Gallery 5	$5,000	Cannot be purchased until you have completed Chapter 23
Concept Art Gallery 6	$5,000	Cannot be purchased until you have completed Chapter 26
Concept Art Gallery – Bonus 1	$5,000	Cannot be purchased until you have completed Chapter 26
Concept Art Gallery – Bonus 2	$5,000	Cannot be purchased until you have completed Chapter 26

TWEAKS

Tweak	Cost	Requirements
Fast Motion	$20,000	Cannot be purchased until you have beaten the game
Slow Motion	$20,000	Cannot be purchased until you have beaten the game on the current difficulty setting
Mirror World	$25,000	Cannot be purchased until you have beaten the game
Flip World	$30,000	Cannot be purchased until you have beaten the game
Infinite Ammo	$60,000	Cannot be purchased until you have beaten the game on the current difficulty setting
One-Shot Kills	$80,000	Cannot be purchased until you have beaten the game on the current difficulty setting
No Gravity	$50,000	Cannot be purchased until you have beaten the game

MULTIPLAYER STORE

HERO SKINS

Character Skin	Cost	Requirements
Drake	Free	
Chloe Frazier	Free	
Victor Sullivan	Free	
Tenzin	Free	
Elena Fisher	Free	
Heist Drake	$20,000	Cannot be purchased until you reach level 10
Winter Chloe	$50,000	Cannot be purchased until you reach level 20
Winter Elena	$100,000	Cannot be purchased until you reach level 30
Cameraman Jeff	$100,000	Cannot be purchased until you reach level 30
Winter Drake	$250,000	Cannot be purchased until you reach level 40
Karl Schäfer	$1,000,000	Cannot be purchased until you reach level 50
Doughnut Drake	$2,000,000	Cannot be purchased until you reach level 60
Marco Polo	Free	Locked until you have earned the Platinum Trophy

VILLAIN SKINS

Character Skin	Cost	Requirements
Dragan	Free	
Tetram	Free	
Sark	Free	
Lovac	Free	
Vodnik	Free	
Zorskel	$20,000	Cannot be purchased until you reach level 10
Harry Flynn	$50,000	Cannot be purchased until you reach level 20
Heist Flynn	$50,000	Cannot be purchased until you reach level 20
Winter Flynn	$100,000	Cannot be purchased until you reach level 30
Zoran Lazarevic	$250,000	Cannot be purchased until you reach level 40
Lieutenant Draza	$1,000,000	Cannot be purchased until you reach level 50
Genghis Khan	$1,500,000	Cannot be purchased until you have completed the game on Crushing
Skelzor	$2,000,000	Cannot be purchased until you reach level 60

BOOSTERS SLOT 1

Booster Name	Ability	Cost	Requirements
Point and Shoot	Increase pistol blindfire accuracy	$2,000	Cannot be purchased until you reach level 2
From the Hip	Increase long gun blindfire accuracy	$5,000	Cannot be purchased until you reach level 6
Break Up	Increase damage to breakable objects	$11,250	Cannot be purchased until you reach level 10
Down the Irons	Better accuracy when aiming long guns	$18,750	Cannot be purchased until you reach level 14
Hell Blazer	Move faster with the GAU-19	$27,750	Cannot be purchased until you reach level 18
Turtle	Move faster with the Riot Shield	$40,500	Cannot be purchased until you reach level 22
Sure Shot	Better accuracy when aiming pistols	$64,500	Cannot be purchased until you reach level 30
Walk Softly	Silent movement	$79,500	Cannot be purchased until you reach level 34
Juggler	Faster pistol reloading	$94,500	Cannot be purchased until you reach level 38
Rapid Hands	Faster long gun reloading	$111,000	Cannot be purchased until you reach level 42
Situational Awareness	When standing still, press ✚ to see enemies through walls	$129,000	Cannot be purchased until you reach level 46
Evasion	Immunity to Situational Awareness	$210,000	Cannot be purchased until you reach level 50
Veiled	Badge of Honor: No blindfire reticle	$300,000	Cannot be purchased until you reach level 51
Invalid	Badge of Honor: Half Health	$350,000	Cannot be purchased until you reach level 52
Glass Jaw	Badge of Honor: Take double damage from hand-to-hand attacks	$1,500,000	Cannot be purchased until you reach level 57

Note: *Veiled*, *Invalid*, and *Glass Jaw* are negative boosters that afflict you with negative statuses (no reticle, half health, and double damage from melee attacks). However, there are special medals to be awarded if you use them.

BOOSTERS SLOT 2

Booster Name	Ability	Cost	Requirements
Bandolier	Carry more ammo	$2,000	Cannot be purchased until you reach level 4
Scavenger	Get more ammo from each pickup	$8,250	Cannot be purchased until you reach level 8
Keep Firing	More bullets in each clip	$14,250	Cannot be purchased until you reach level 12
Fleet Foot	Move faster while aiming	$23,250	Cannot be purchased until you reach level 16
Explosive Expert	Carry an extra grenade	$32,250	Cannot be purchased until you reach level 20
Treasure Bearer	Move faster with the Treasure	$43,500	Cannot be purchased until you reach level 24
Sure Foot	No knockdown from explosions	$52,500	Cannot be purchased until you reach level 26
Launch Man	Increased M32-Hammer ammo capacity	$58,500	Cannot be purchased until you reach level 28
Monkey Man	Climb faster	$72,000	Cannot be purchased until you reach level 32
Scoped In	Reduced pain wobble while scoped in	$87,000	Cannot be purchased until you reach level 36
Deposit	Earn more money for objective Medals	$98,250	Cannot be purchased until you reach level 40
Rocket Man	Increased RPG-7 ammo capacity	$120,000	Cannot be purchased until you reach level 44
Revenge	Drop a live grenade upon death	$134,250	Cannot be purchased until you reach level 48
Half Loaded	Badge of Honor: Less bullets in each clip	$400,000	Cannot be purchased until you reach level 54
Come Get Some	Badge of Honor: Nearby enemies see your name through walls	$2,000,000	Cannot be purchased until you reach level 58

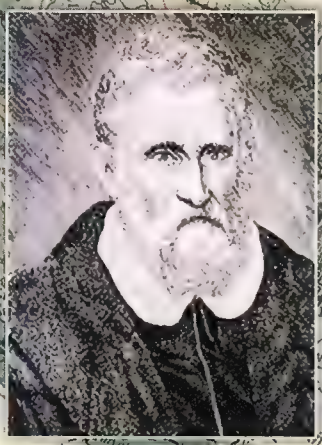
Note: *Half Loaded and Come Get Some* are negative boosters that remove something (fewer bullets and the ability to hide behind cover). Once again, the rewards for using these boosters may be worth it…

CO-OP WEAPON UPGRADES

Weapon Upgrade	Ability	Cost	Requirements
.45 Defender Upgrade 1	Upgrade .45 Defender with more ammo capacity	$25,000	
.45 Defender Upgrade 2	Upgrade .45 Defender with better accuracy	$50,000	Cannot be purchased until you have .45 Defender Upgrade 1
.45 Defender Upgrade 3	Upgrade .45 Defender with faster reloading	$100,000	Cannot be purchased until you have .45 Defender Upgrade 2
92FS–9mm Upgrade 1	Upgrade 92FS-9mm with more ammo capacity	$25,000	Cannot be purchased until you reach level 5
92FS–9mm Upgrade 2	Upgrade 92FS-9mm with better accuracy	$50,000	Cannot be purchased until you have 92FS–9mm Upgrade 1
92FS–9mm Upgrade 3	Upgrade 92FS-9mm with faster reloading	$100,000	Cannot be purchased until you have 92FS–9mm Upgrade 2
Micro–9mm Upgrade 1	Upgrade Micro-9mm with more ammo capacity	$25,000	Cannot be purchased until you reach level 25
Micro–9mm Upgrade 2	Upgrade Micro-9mm with better accuracy	$50,000	Cannot be purchased until you have Micro–9mm Upgrade 1
Micro–9mm Upgrade 3	Upgrade Micro-9mm with faster reloading	$100,000	Cannot be purchased until you have Micro–9mm Upgrade 2
Desert–5 Upgrade 1	Upgrade Desert-5 with more ammo capacity	$25,000	Cannot be purchased until you reach level 40
Desert–5 Upgrade 2	Upgrade Desert-5 with better accuracy	$50,000	Cannot be purchased until you have Desert–5 Upgrade 1
Desert–5 Upgrade 3	Upgrade Desert-5 with faster reloading	$100,000	Cannot be purchased until you have Desert–5 Upgrade 2
AK-47 Upgrade 1	Upgrade AK-47 with more ammo capacity	$25,000	Cannot be purchased until you reach level 10
AK-47 Upgrade 2	Upgrade AK-47 with better accuracy	$50,000	Cannot be purchased until you have AK-47 Upgrade 1
AK-47 Upgrade 3	Upgrade AK-47 with faster reloading	$100,000	Cannot be purchased until you have AK-47 Upgrade 2
M4 Upgrade 1	Upgrade M4 with more ammo capacity	$25,000	Cannot be purchased until you reach level 20
M4 Upgrade 2	$50,000	Upgrade M4 with better accuracy	Cannot be purchased until you have M4 Upgrade 1
M4 Upgrade 3	Upgrade M4 with faster reloading	$100,000	Cannot be purchased until you have M4 Upgrade 2
FAL Upgrade 1	Upgrade FAL with more ammo capacity	$25,000	Cannot be purchased until you reach level 10
FAL Upgrade 2	$50,000	Upgrade FAL with better accuracy	Cannot be purchased until you have FAL Upgrade 1
FAL Upgrade 3	Upgrade FAL with faster reloading	$100,000	Cannot be purchased until you have FAL Upgrade 2
GAU-19 Upgrade 1	Upgrade GAU-19 with more ammo capacity	$25,000	Cannot be purchased until you reach level 30
GAU–19 Upgrade 2	Upgrade GAU-19 with better accuracy	$50,000	Cannot be purchased until you have GAU–19 Upgrade 1
Pistole Upgrade 1	Upgrade Pistole with more ammo capacity	$25,000	Cannot be purchased until you reach level 35
Pistole Upgrade 2	Upgrade Pistole with better accuracy	$50,000	Cannot be purchased until you have Pistole Upgrade 1
Pistole Upgrade 3	Upgrade Pistole with faster reloading	$100,000	Cannot be purchased until you have Pistole Upgrade 2
Moss–12 Upgrade 1	Upgrade Moss-12 with more ammo capacity	$25,000	Cannot be purchased until you reach level 40
Moss–12 Upgrade 2	Upgrade Moss-12 with better accuracy	$50,000	Cannot be purchased until you have Moss–12 Upgrade 1
Moss–12 Upgrade 3	Upgrade Moss-12 with faster reloading	$100,000	Cannot be purchased until you have Moss–12 Upgrade 2
SAS–12 Upgrade 1	Upgrade SAS-12 with more ammo capacity	$25,000	Cannot be purchased until you reach level 50
SAS–12 Upgrade 2	Upgrade SAS-12 with better accuracy	$50,000	Cannot be purchased until you have SAS–12 Upgrade 1
SAS–12 Upgrade 3	Upgrade SAS-12 with faster reloading	$100,000	Cannot be purchased until you have SAS–12 Upgrade 2

TAUNTS

Taunt Name	Cost	Requirements
Laugh	Free	
Kiss	$10,000	Cannot be purchased until you reach level 10
Flex	$50,000	Cannot be purchased until you reach level 20
Flurry	$100,000	Cannot be purchased until you reach level 30
Yes	$250,000	Cannot be purchased until you reach level 40
Pump	$500,000	Cannot be purchased until you reach level 53



MARCO POLO TIMELINE

1254

Marco Polo is born in Venice, Italy, son of Nicoló and Dona Lisa Polo.

1259

A family of traders - Nicoló and his brother Maffeo - set sail from Constantinople to Crimea, hoping to expand into new markets.

1262

The outbreak of civil war between two rival Mongol lords blocks the brothers' route home, forcing them to take a wide detour to the eastern city of Bukhara for refuge.

1264

An embassy sent by Hulagu Khan, brother of Kublai Khan, arrives in Bukhara. The Mongol ambassador offers safe leave and convinces the Latins to join the embassy on a journey to meet the Great Khan, insisting that the Mongol ruler would love to meet the two. The brothers agree and embark on their journey.

1266

Nicoló and Maffeo at last arrive in the Great Khan's court, located in modern-day Beijing, China. Immensely intrigued by the Venetian traders, Kublai sends them off with a letter addressed to Pope Clement IV, asking him to send 100 of his most learned men to teach his people Christianity and Western science. He additionally requests a sample of oil from the lamp in the Church of the Holy Sepulchre, located in Jerusalem.

The brothers are given golden passports, assuring them safe travel through the Great Khan's lands on their voyage home.

1268

Pope Clement IV passes away while the Polo brothers are still en route.

1269-1270

The Polos return to Venice, awaiting the nomination of a new pope.

1291-1294

The Polos depart from Kublai Khan's court on a journey to Persia, assisting two of the Persian king's ambassadors in their assignment to deliver him a new wife, a princess named Kockachin picked up in Kublai's lands.

Kublai sends them off with fourteen ships and a total of 600 passengers. Their sea voyage takes them through the South China Sea to Sumatra and the Indian Ocean.

By the time the fleet reaches Persia, it has dwindled to a single ship with eighteen passengers, including the princess Kockachin. No records exist to explain the loss.

1271

The brothers present the Great Khan's letter to Pope Gregory X. They are entrusted with two Dominican monks as well as the requested oil from Jerusalem. With 17 year-old Marco Polo in tow, the five set out for Cathay (China), passing through Armenia, Persia, Afghanistan, over the Pamir Mountains, through the Gobi Desert, and along the Silk Road.

The two Dominican monks, fearing the long and arduous trek, turn back shortly after departing.

1298-1299

War breaks out between Venice and Genoa. Marco commands a galley against the enemy but is captured and thrown into a Genoese prison.

He makes the acquaintance of fellow prisoner and romantic writer Rustichello of Pisa. With Marco dictating the story of his extravagant journeys throughout the Far East, Rustichello completes *The Travels of Marco Polo*.

1295

The three Polos return to Venice. Their stories are met with doubt and disbelief.

1274

After a three-year journey, the trio of Polos arrives in Kublai's court. He is pleased to receive Pope Gregory X's gift of oil and letters and immediately takes a liking to the young Marco Polo.

1299-1324

Marco is released from prison, and his book published. *Travels* becomes a massive hit throughout Europe.

The great explorer returns to Venice, never to leave again. He settles down in marriage, has three children, and then passes away peacefully in his home at the age of 70.

1274-1291

Revered by the Great Khan for his mastery of linguistics and incredible talent for perception, Marco Polo is appointed to high posts within the court and sent on diplomatic missions throughout the Mongol empire, from China to Burma and even India. He is even appointed governor of the city of Yangzhou for three years.

UNDER COVER

There is no end to the amount of available cover and types of cover in *Uncharted 2: Among Thieves™*. With so many options, how is Nate to know which form of cover to choose? With this extensive chart, he has to wonder no longer. Research is one of the basic steps to being an adventuring fortune hunter, so review the cover below and become familiar with what works best for each land Nate travels to.

LONG COVER

CARTS

Destructible No

Common Locations

The Monastery: Monastery Entrance
Co-op Map: The Sanctuary

Description: Carts can be moved and offer the same cover as wood crates or metal storage boxes. They allow full standing cover when tipped upright. Their width makes vaulting them problematic.

CHESTS

Destructible No

Common Locations

The Monastery: Building Interiors
Reunion: Building Interiors
Multiplayer Maps: The Sanctuary, The Temple
Co-op Map: The Sanctuary

Description: Chests allow vaulting and protect against direct fire inside the monastery. Like similar forms of cover, attacks from above are an issue.

CONCRETE SLAB

Destructible No

Common Locations

Desperate Times: Plaza Fight
A Train to Catch: Water Tower Showdown
Multiplayer Map: The Plaza
Co-op Map: Nepal Warzone

Description: Concrete slabs are taller and longer than other similar forms of cover. Only found in cities, they should be exploited whenever possible.

COUCHES

Destructible No

Common Locations

They're Coming With Us: Fight in the Square

Description: Uncommon and only seen in the city, couches serve well for observing battles, but are not as tall as ot her cover objects and should be ditched when the going gets tough.

FALLEN BEAMS

Destructible No

Common Locations

The Monastery: The Towers, All Courtyards
Reunion: Lazarevic's Tower, All Courtyards
Multiplayer Map: The Sanctuary
Co-op Map: The Sanctuary

Description: Fallen beams are common in the Monastery. They feature the same height, length, and protection as fallen logs and pillars.

FALLEN LOGS

Destructible No

Common Locations

Borneo: Jungle Combat

Description: The jungle is dense with overgrown trees, and you can often use fallen logs as cover. Sturdy, but not as tall as other cover, they are less effective against enemies with a height advantage.

FALLEN PILLARS

Destructible No

Common Locations

Only One Way Out: Main Chamber
Siege: All Courtyards
Broken Paradise: First Courtyard, Multi-tiered Building Square
Tree of Life: Lazarevic Fight
Multiplayer Maps: The Ice Cave, The Temple, The Village
Co-op Map: The Village

Description: Found horizontal out in the open, fallen pillars have the same length and height as fallen logs. Although they are strong against direct fire, attacks from on high can still get through.

LONG STONE PLANTERS

Destructible No

Common Locations

Breaking and Entering: Courtyards
Multiplayer Map: The Plaza

Description: Long stone planters lack high walls but are abundant with greenery. Sudden movement is easily masked but beware gunfire from above—flora makes for poor body armor.

METAL STORAGE BOXES

Destructible No

Common Locations

The Dig: Lazarevic's Tent Fight
Locomotion: Along the Train Cars
Tunnel Vision: Along the Train Cars
Train-wrecked: Crash Site
Multiplayer Maps: The Train Wreck, The Temple

Description: The dimensions of the metal storage boxes are the same as the wood boxes and crates. However, you can always count on these being solid; the metal boxes are indestructible.

PROTECTIVE FENCE

Destructible No

Common Locations

Tunnel Vision: Helicopter Battle
Train-wrecked: Crash Site
Multiplayer Map: The Train Wreck

Description: Empty train cars feature protective fences along the sides. They are short in length and height, but work well in a pinch.

ROOF FENCE

Destructible No

Common Locations

Desperate Times: Rooftop Fight
Multiplayer Map: The Plaza

Description: Roof fences offer only adequate cover, due to their lack of height and gaps between pegs. Those barricaded with sheet metal tend to be more stable.

SANDBAG BARRIERS

Destructible No

Common Locations

Desperate Times: Plaza Fight
Multiplayer Map: The Plaza
Co-op Map: Nepal Warzone

Description: Sandbag barriers offer a wide range of coverage and ample height. They are usually only found in the city, and provide excellent cover.

SHORT WALLS

Destructible No

Common Locations

Desperate Times: Plaza Fight
They're Coming With Us: Side Alley Battle
Siege: All Courtyards
Cat and Mouse: Building Rooftops, All Courtyards
The Monastery: The Towers
Broken Paradise: Multi-tiered Building Square, Rushing Stream
Multiplayer Maps: The Sanctuary, The Ice Cave, The Lost City, The Temple, The Village, The Plaza
Co-op Maps: Nepal Warzone, The Village, The Sanctuary

Description: Stable like concrete slabs, their length allows for adequate movement. Found out in the open lined with enemies, they lack height but allow vaulting.

STACKS OF METAL PIPES

Destructible No

Common Locations

Locomotion: Helicopter Battle
Tunnel Vision: Along the Train Cars

Description: Find stacks of metal pipes as you ride the train from Nepal to Tibet. Great against low flying helicopters, they are tough, wide, and easy to vault over.

TRACTOR BED

Destructible: No

Common Locations

Only One Way Out: Temple Entrance

Description: The tractor bed is only found in large, open areas. Only the long sides and tail have full coverage, while the upper grate offers little head protection.

TRAIN CAR AIR VENTS

Destructible: No

Common Locations

Locomotion: Car Rooftops
Tunnel Vision: Car Rooftops
Train-wrecked: Crash Site
Multiplayer Map: The Train Wreck

Description: Train car air vents lack height, but are usually the only option on car rooftops. Attacks from above are dangerous but rare.

TRUCK BED PANELS

Destructible: Yes

Common Locations

Convoy: Trucks

Description: Wood truck bed panels break up easily under fire. But other than that, there are no other cover options in *Convoy*.

WOOD CRATES

Destructible: No

Common Locations

Breaking and Entering: Bell Tower
Urban Warfare: Back Alley Battles
Locomotion: Helicopter Battle
Multiplayer Map: The Temple
Co-op Map: Nepal Warzone

Description: Crates run twice as long as wood boxes. This allows Nate to move freely to the sides and vault over them to move quickly.

VILLAGE FENCES

Destructible: Yes

Common Locations

Siege: All Courtyards
Cat and Mouse: Building Rooftops
Multiplayer Map: The Sanctuary
Co-op Map: The Sanctuary

Description: Handmade village fences don't stand up well to gunfire. They are easily destroyed and should be used only as a last resort.

SMALL COVER

BATHTUB

Destructible: No

Common Locations

Desperate Times: Plaza Fight
Co-op Map: Nepal Warzone

Description: Lacking in height and length, the bathtub doesn't always provide head coverage. Take better cover when possible.

BROKEN-DOWN VEHICLE

Destructible: Yes

Common Locations

Urban Warfare: First Skirmish, Back Alley Battles
Desperate Times: Plaza Fight
Multiplayer Map: The Plaza
Co-op Map: Nepal Warzone

Description: Broken-down vehicles are set ablaze by only a few rounds of gunfire and then have mere seconds until they explode. Not the best cover to say the least. Avoid unexploded cars, except in dire emergencies! However, once they explode, they're perfectly safe to hide behind.

COMPUTER STATIONS

Destructible: No

Common Locations

Desperate Times: Hotel Scramble

Description: Only large explosions can knock over these heavy computer stations. The desktop computers help protect against higher attacks and the extra front panel shields against low attacks.

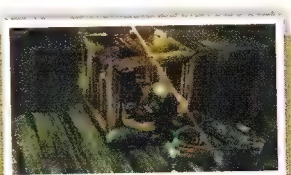
DESTRUCTIBLE BOXES

Destructible: Yes

Common Locations

Borneo: First Campsite
Multiplayer Map: The Plaza

Description: A last resort in a desperate time, destructible boxes will provide cover when no other shelter exists.



OVEN AND STOVETOP

Destructible: No

Common Locations

Urban Warfare: First Skirmish
Co-op Map: Nepal Warzone

Description: This rare form of cover protects both the front and right side.

SHORT STATUES AND PILLARS

Destructible: No

Common Locations

Only One Way Out: Main Chamber, Temple Entrance
Siege: Village Streets
The Monastery: All Courtyards
Reunion: All Courtyards
Multiplayer Maps: The Sanctuary, The Ice Cave, The Lost City, The Village, The Plaza

Description: Short statues and pillars restrict your movement to leaning left or right. You are easily able to target enemies, but be prepared to be flanked.

SMALL STATUES

Destructible: No

Common Locations

Urban Warfare: Back Alley Battles
Co-op Map: Nepal Warzone

Description: The length of small statues doesn't make up for poor range of movement. Easily flanked and usually out in the open, they are few and far between. Thankfully, they allow blind fire from all sides.

WASHING MACHINES

Destructible: No

Common Locations

Urban Warfare: Back Alley Battles
Multiplayer Map: The Plaza
Co-op Map: Nepal Warzone

Description: By themselves, washing machines have the utility of a wood box and are easy to flank. But when lined up at the laundromat, washing machines provide some of the best cover in the city.

ROOFTOP COOLING UNITS

Destructible: No

Common Locations

Desperate Times: Rooftop Fight

Description: Rooftop cooling units lack the size of water units, but shield against most attacks when crouched. You can also hop over the unit when speed is key.

WOOD BOXES

Destructible: No

Common Locations

Breaking and Entering: Bell Tower
Borneo: First Campsite
The Dig: Lazarevic's Tent Fight
Urban Warfare: Back Alley Battles
Desperate Times: Plaza Fight
Multiplayer Map: The Temple
Co-op Map: Nepal Warzone

Description: Wood boxes litter the landscape. Stacked, they provide formidable defense. But the small profile and lack of mobility makes them better suited for only brief spells.

SMALL DRESSERS

Destructible: No

Common Locations

Reunion: Building Interiors
Multiplayer Maps: The Sanctuary, The Temple, The Plaza
Co-op Map: The Sanctuary

Description: For all intents and purposes, small dressers are identical to wood boxes. This is a strictly average cover option.

WOOD DESKS

Destructible: No

Common Locations

Desperate Times: Hotel Scramble
Cat and Mouse: Passing Through Homes
Multiplayer Map: The Plaza
Co-op Map: The Village

Description: Upright, wood desks leave the user's lower half exposed. Knocked over, the top provides great coverage with the legs shielding the sides.

TALL COVER

DOORWAYS AND ARCHWAYS

Destructible: No

Common Locations

Breaking and Entering: Courtyards
Urban Warfare: Back Alley Battles
Desperate Times: Hotel Scramble
Locomotion: Turret Run
Tunnel Vision: Lieutenant Fight
Siege: Main Courtyard Battle
The Monastery: All Courtyards
Reunion: All Courtyards
Broken Paradise: First Courtyard
Multiplayer Maps: The Sanctuary, The Ice Cave, The Lost City, The Temple, The Village, The Plaza
Co-op Maps: Nepal Warzone, The Village

Description: Strong and reliable. When using this type of cover, enemies must either sneak up from behind, or carefully angle their attack in order to hit Nate.

DRESSERS

Destructible: No

Common Locations

Reunion: Building Interiors
Multiplayer Maps: The Sanctuary, The Temple, The Plaza
Co-op Map: The Sanctuary

Description: Knocked over dressers found in the monastery provide coverage similar to chests and crates. When upright, they provide full-body coverage.

ROOFTOP WATER UNITS

Destructible: No

Common Locations

Desperate Times: Rooftop Fight

Description: Other than buildings, rooftop water units tower over all other forms of cover. They shield from high and low.

SIGNS

Destructible: Some

Common Locations

Urban Warfare: First Skirmish, Back Alley BattlesSome
Desperate Times: Rooftop Fight
A Train to Catch: Water Tower Showdown
Multiplayer Map: The Plaza
Co-op Map: Nepal Warzone

Description: Signs come in all shapes and sizes. Signs can provide ecellent vertical cover in many traversal gunplay situations, and can provide a significant strategic edge in many gunfights.

TARP-COVERED BOXES

Destructible: No

Common Locations

Locomotion: Along the Train Cars

Description: Tarp-covered boxes provide full-body protection, defense against aerial fire, and decent mobility along their width.

WOOD PILES

Destructible: No

Common Locations

Cat and Mouse: Final Tank Fight

Description: Stand tall behind wood piles and they provide excellent coverage against direct fire.

PS3
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Ratchet & Clank Future
A Crack in Time

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Comic Mischief
Fantasy Violence

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UNCHARTED 2 AMONG THIEVES

OFFICIAL STRATEGY GUIDE

WRITTEN BY STACY DALE AND DAN NOEL OF OFF BASE PRODUCTIONS

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NAUGHTY DOG

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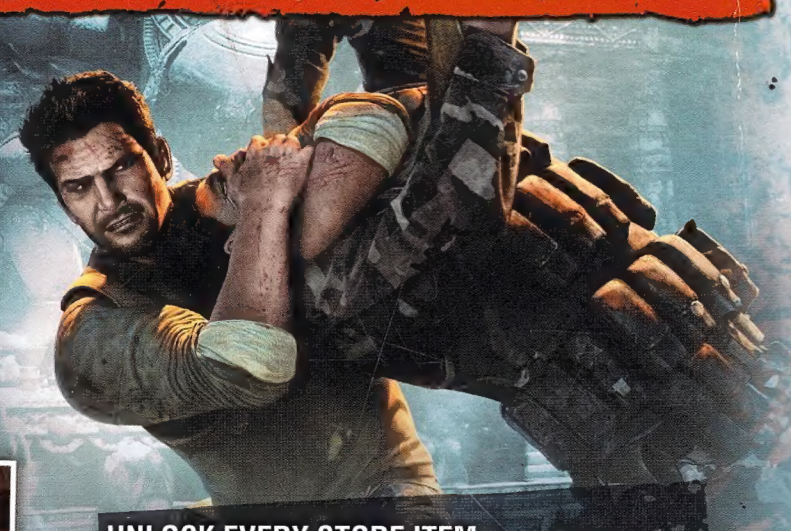

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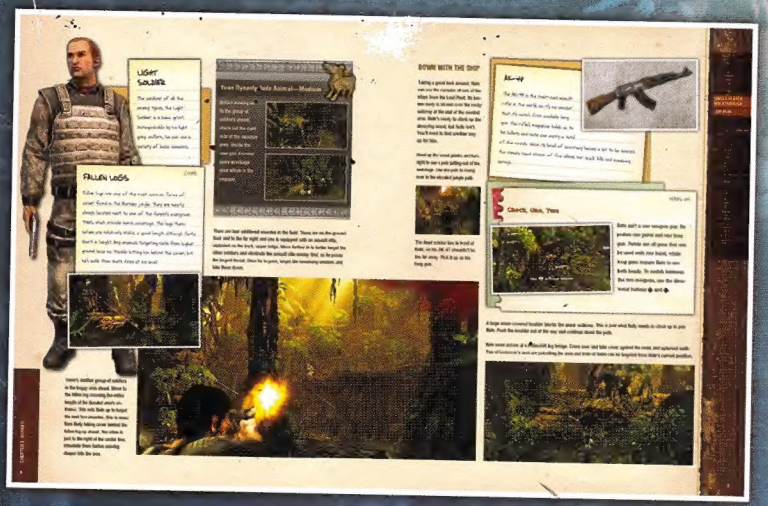

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